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ON INFINITE EARTHS
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The Official *Crisis on Infinite Earths* Crossover Index

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Foreward, March (or is it July, already?)

by Lou Mougin

You hold in your hands the book you made possible, *if* you were among the people who bought the first *Crisis Index* book. Now, buy this one, too! And thanks again!

But seriously, folks...

The *Crisis on Infinite Earths Index* started out as simplified entries in a personal index I was doing to DC's Earth-Two universe. Companied with what it eventually turned into, this proto-Crisis index was primitive indeed. But I happened to mention its existence to my friend Murray Ward, who offered me the chance to put together a real-life *Crisis Index* volume for ICG's *Official DC Index* series. I accepted without hesitation. But with one proviso: Mark Waid, my recent comrade and fellow *Amazing Heroes* scribe, had to be cut in on the action. For Mark was much more One With the DC Universe than I, and he was better equipped to track down the convoluted chronology of the hundreds of characters that cameoed, guested, or starred their way through twelve issues of *Crisis*. "I can't do it without you, man," I remonstrated to him over the phone. Luckily, I didn't have to. If I had, let's just say that you might now be reading the *first* volume of the *Crisis Index*...if at all. The story synopses and most of the text were mine; the index entries, character lists and chronologies were all Mark's.

As we were assembling the material for the *Crisis Index*, we realized we had enough stuff for a larger volume than a 32-page book. But Cat and Dean, our eminent publishers, had already promised fans and distributors it would be a smaller, less costly package that wouldn't break everyone's already-strained pocketbooks. We were left with pages of unused information.

Well, about 42,000 copies of the *Crisis Index* were presold. Never let it be said that Cat and Dean are without business acumen. "Do *another* one," they said. "Put in everything else you had to leave out of the first one."

We did, and here it is.

Our thanks also go to: Bob Greenberger, for furnishing advance xeroxes of the pages for the last three issues (we were among the *elite few* who got to see how the whole thing turned out before *Crisis* #12 reached the stands!!), identifying characters, reviewing the entire package and generally being a good guy. Also lots of plaudits for Marv Wolfman and George Perez, and everybody knows why.

On to the Index.

Comments on a Finite Number of Earths

When dealing with the DC Multiverse, it helps to have a scorecard. After all, one can't sit on one's laurels and be content knowing about Earth-One or Earth-Two. At the drop of a hat, DC may annex the universe of Quality heroes, or Fawcett heroes, or Charlton heroes...but will probably stop short of Richie Rich.

A brief glossary of DC's Earths, all separated by differing vibrational rates but existing in the same space with each other, was provided in the first *Crisis* volume. The section immediately following will sketch their backgrounds a bit more thoroughly, with particular attention to their respective Heroic Ages.

Earth-One

At what point DC began chronicling the adventures of Earth-One heroes, rather than Earth-Two heroes, cannot be determined. The Martian Manhunter appeared first in *Detective Comics* #225, cover-dated November, 1955. But Captain Comet, who has been shown to be an Earth-One hero, first appeared in *Strange Adventures* #9, June 1951. Batman of Earth-Two is said to have married Catwoman in 1955, making it improbable that any of his adventures were chronicled in *Batman*, *Detective* and *World's Finest Comics* from that year onward. But Superman of Earth-Two is said to have married Lois Lane by 1953, in *Superman Family*. As an indexer, my rule of thumb is that everything published post-November 1955, unless specifically labelled otherwise, occurs on Earth-One, with some earlier comics (such as *Strange Adventures*) chronicling earlier Earth-One adventures.

Superboy, who, at various times has been depicted living in the 1930s, the 1940s, the 1950s, and even the late 1960s, is definitely an Earth-One character. It has been stated repeatedly in 1970s DC comics that Kal-L of Earth-Two had no Superboy career, even though a later story showed a time-and-dimension-lost Superboy of Earth-One training young Clark Kent of Earth-Two in the use of his super-powers. Thus, the first Superboy story, in *More Fun Comics* #101, Jan.–Feb. 1945, may have claim to the title of earliest Earth-One story published by DC.

But, even though Superboy/Superman was undoubtedly the most famous super-hero in the Earth-One universe, he was not the first. The Shadow, active during the early 1930s, preceded him. It was also thought, until recently, that heroes such as Zatara, the Guardian, and Manhunter (Paul Kirk) were native to Earth-One, but their use in *All-*

THE OFFICIAL CRISIS ON INFINITE EARTHS CROSSOVER INDEX™ no. 1, July 1986. Published by Independent Comics Group, P.O. Box 199, Guerneville, CA 95446. Murray R. Ward, Editor, Catherine Yronwode, Editor-in-Chief. Crisis on Infinite Earths and all characters herein are trademarks of DC Comics, Inc. All art and cover reproductions ©1986 DC Comics, Inc. Text ©1986 Ward/Waid/Mougin. All rights reserved. Film by SM Graphics. Printed in Canada.
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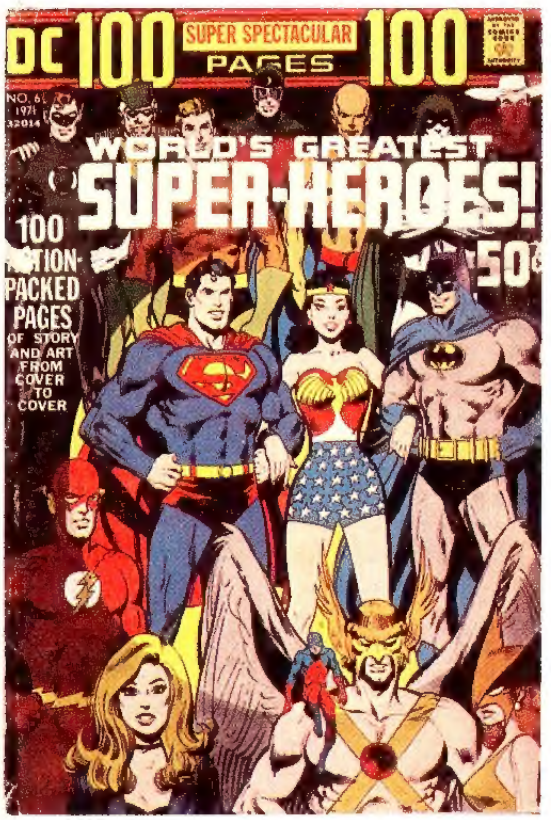
Star Squadron and Roy Thomas's subsequent claim that these heroes later moved to Earth-One puts this in question. Since the Crisis, of course, the question may well be moot.

The coming of Superboy heralded the dawning of the true Heroic Age on Earth-One, however. His generation of contemporaries were the most famous super-champions in his Earth's heroic history. Aquaboy, the young Aquaman, was his contemporary. Others of his age had to wait till they reached maturity, and then came Batman, Green Arrow, Wonder Woman, J'onn J'onzz. From 1955 through 1961, their most famous contemporaries joined them: Hal Jordan became the Green Lantern; Katar Hol came from the planet Thanagar with his wife Shayera, to become Hawkman and Hawkgirl; Ray Palmer, finding a white dwarf star fragment, created the Atom uniform; four men living on "borrowed time" became the Challengers of the Unknown; scientist Rip Hunter broke the time barrier; and the Justice League of America was established. They were hardly the last of the Earth-One heroes, but certainly the most famous.

In 1961, while entertaining a theater-full of children, the Flash (Barry Allen) attempted a disappearing rope-trick and so vibrated his body that he reached the correct frequency to disappear from the Earth-One plane and reappear on Earth-Two. There he found himself in Keystone City, home of his comic-book idol, the Flash, alias Jay Garrick. Locating Garrick and his wife Joan, the Flash of Earth-One revealed his existence to them and with it, the existence of a parallel Earth. (Later revelations in *All-Star Squadron* have made it clear that the Flash and the rest of the Justice Society were aware that parallel Earths existed, but, perhaps, not specifically Earth-One.)



Thus began a frequent series of double-Flash team-ups which resulted in the revival of the Justice Society of America and their inevitable teaming with the Justice League. It was revealed in *DC Comics Presents* Annual #1 that, since Barry Allen had made the "first" crossing from one Earth into another, his world was designated Earth-One and Jay Garrick's was called Earth-Two by those in the know.

Earth-One's history progressed apace throughout the Sixties, Seventies and early Eighties. The Doom Patrol was born—and died. Bruce Gordon became afflicted with his evil persona, Eclipso. The Teen Titans were formed. A new hero, Metamorpho, came into being and rejected Justice League membership. Boston Brand, after death, became the wraith Deadman. Jack Ryder happened upon the Creeper's identity. Alec Holland, a biochemist, was killed and replaced by the Swamp Thing...and so on. Earth-One heroes came into contact annually with heroes from parallel Earths. Naturally, more is known of Earth-One's history from 1955 to 1986 as the "basis" for DC's new Earth.

In 1985, a "crisis" of a different kind than what actually occurred would have happened. In this scenario, Earth would undergo a time of war which would either result in the Great Disaster of Kamandi's time, or the Legion of Super-Heroes in an alternate thirtieth century. (Actually, in the original scenario, both happened.) Other divergent futures were depicted: the time-line in which Green Lantern becomes Solar Director of a future Earth; the one in which Iris West is born to future parents and sent back to Barry Allen's time; the one in which a descendant of Clark Kent's becomes Superman in 2965. All of this was changed by what actually took place in 1985 in the DC Universe—the Crisis on Infinite Earths. Some segments of the resulting future have been revealed, such as the events currently taking place in *Hex* and *Legion of Super-Heroes*, but all previously depicted futures have been altered and are probably not as depicted in earlier comic books, if they even exist.

Earth-Two

While World War I was entering its closing years on Earth-Two, the planet Krypton-Two was exploding. Jor-L sent his only son Kal-L to safety in a rocket just before his planet was destroyed. Kal-L was adopted by John and Mary Kent and raised to live as an Earthman and to conceal his mighty powers, which he would someday use for the cause of justice. Upon their deaths circa 1938, Kal-L, alias Clark Kent, became the original Superman, prototype for all the heroes that came after him.

Superman was not the first super-hero of sorts on Earth-Two, Doctor Occult having scooped him (at least in an active career) by some three years. He was succeeded, on October 31, 1938, by the Crimson Avenger, a non-super-powered hero. Then came Batman, the Sandman, Doll Man, Doctor Fate, Uncle Sam, Midnight, the Human Bomb, The Spectre, Wonder Woman, the Black Condor, Johnny Thunder, the Flash, Liberty Belle, Johnny Quick, the Green Lantern...not only those appearing in the DC Comics of the 1940s, but also those whose exploits were depicted in Quality Comics. (This last was revealed in the Eighties in *All-Star Squadron*.) In 1940, the attempted invasion of Britain by the Nazis brought the Justice Society of America into being. Then, in the wake of the Pearl Harbor bombing, virtually all the super-heroes in America became members of the All-Star Squadron. Some of these were siphoned off by Uncle Sam to become the Freedom Fighters, who battled the Nazis on the parallel Earth-X, where the Axis won World War II. But on Earth-Two, as on most other Earths, the Allies defeated Hitler and his

minions, and the All-Star Squadron presumably disbanded following V-J Day. The Justice Society continued as a fighting unit until 1951, when Senator O'Fallon caused them to resign after questioning their vigilantism. Superman, Batman, and Wonder Woman remained semi-active throughout most of the Fifties, each of the three getting married eventually.

In 1961, Jay Garrick, the Flash, was visited by Barry Allen, the Flash of Earth-One. Barry's visit coincided with a crime-spree conducted by the Shade, the Fiddler and the Thinker, and both Flashes teamed up to bring the villains to justice. Jay returned to semi-active status as the Flash after the adventure. Within two more years he was joined by the bulk of his Justice Society comrades. (Several Earth-Two heroes, such as Zatara and Robotman, were said to have moved to Earth-One earlier. . . presumably without the knowledge of the Justice Society members. Other All-Star Squadron alumni not in the JSA may have died or simply stayed retired in the interval.) Several JSA members were kidnapped by Vandal Savage in 1963. Not long after that, the Justice Society teamed with the Justice League for the first time to defeat the Crime Champions, a team of villains culled from both Earths. When it was discovered that their Earths became particularly accessible to each other at that certain time, they began a practice of continual team-ups every years, even traveling to other Earths in the process.

The Seven Soldiers of Victory, a 1940s hero-team similar to the Justice Society, had become lost in time somewhere in the early 1950s and were rescued in 1972 by the JLA and JSA. Robin had already become an adult crimefighter and taken Batman's place in the Justice Society by this time. He was joined, four years later, by the Star-Spangled Kid of the Seven Soldiers and by Power Girl, the counterpart to Earth-One's Supergirl, in a short-lived Super Squad of young heroes which was gradually amalgamated into the Justice Society. The JSA assumed an increasingly active status during the 1970s, culminating in the deaths of Mr. Terrific and Batman.

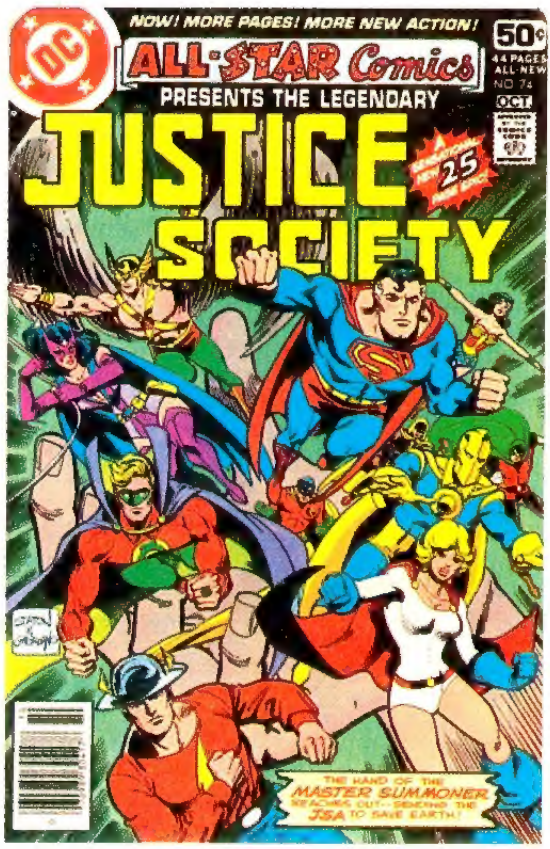
Then, in 1983, the existence of the offspring or god-children of several JSA members was revealed. Together with the Star-Spangled Kid, Power Girl, the Huntress (Batman's daughter), and Brainwave, Jr., son of the JSA's greatest enemy, they formed Infinity, Inc., an updated and improved Super Squad. Infinity, Inc. continues to this day, not so much a successor to the Justice Society as an entirely different sort of team.

Earth-Two had several future time-lines revealed, including one in which Brane Taylor became the Batman of the 30th Century and one from which the "last criminal," Knodar, returned to bedevil Green Lantern. All of these time-lines have been subsumed into the one time-line of the new DC Earth (since July of 1985), meaning that events shown in earlier DC comics pertaining to them have been altered or eliminated.

In the new Earth, the Justice Society has been eliminated, as detailed in *Last Days of the Justice Society* #1.

Earth-Three

In some strange way, the history of Earth-Three was a skewed version of what took place on Earth-One and most other Earths. Only a few examples have been set before us, to wit: the America of Earth-Three was inhabited by white men, some of whom colonized Great Britain and then won independence from their mother country after a war. President John Wilkes Booth, after bringing his nation through the Civil War, was shot and killed by actor Abraham Lincoln, while watching a play—possibly *Our British Cousin*. Christopher Columbus was himself an American who discovered Europe. These facts being but the tip of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THE HAND OF THE MASTER SUMMONER REACHES OUT... SEEKING THE JSA TO SAVE EARTH!

the iceberg, it is remarkable that Earth-Three, in 1964, resembled the world of Earth-One (and Earth-Prime) as much as it did. But, with regard to Earth-One, there was a major similarity and difference at the same time.

Five super-beings, counterparts of five Justice Leaguers (and, more distantly, of five Justice Society members), had banded together as the Crime Syndicate of America. They terrorized their homeworld for years, with the authorities barely able to fight them to a standstill. No super-heroes, until the coming of Alexander Luthor, Sr., existed on Earth-Three. The super-villains of the Crime Syndicate were, by name, Ultraman, Superwoman, Johnny Quick, Owlman, and Power Ring. Ultraman came from the planet Krypton-3, but, unlike Superman, gained a new power from exposure to green Kryptonite. Superwoman was a renegade Amazon with all the powers of Wonder Woman, including a magic lasso. Power Ring resembled the Golden Age Green Lantern in that his ring was magically powered, and had been given to him by a Buddhist monk. Owlman, somewhat similar to Batman, possessed a super-brain. Johnny Quick was the equivalent in power to the Flash, though his origin was never revealed. They came into contact with the Justice League and Justice Society when Ultraman gained the power to see into other dimensions, and thus spurred their decision to take on the super-heroes as a way of honing their skills. The Crime Syndicate was eventually defeated, and imprisoned in the gap between Earth-planes for long periods of time. They made various escapes from their prison, individually and as a group, until the final days of Earth-Three when all five of them were loosed to wage futile battle against the anti-matter which destroyed them and their planet. The only short-lived super-hero Earth-Three

boasted was Alexander Luthor, husband of Lois Lane Luthor and father of Alex Luthor. He appeared to aid the Supermen of Earths One and Two in their battle against Ultraman, and he and his wife also perished in the disintegration of his Earth, but Alex Luthor was transported safely to Earth-One beforehand.

Earth-Four

This Earth has only recently come within the bounds of the DC comics Multiverse; prior to 1985, its heroes were the property of Charlton Comics. Their most famous crusaders were Captain Atom, the Blue Beetle, Nightshade, Thunderbolt, Son of Vulcan, the Question, and the Peacemaker, all of whom originated in the 1960s.

There have been heroes who predated the Silver Age Earth-Four group, but very few of them. It is possible that the Hercules who starred in his own Charlton Comics series is indigenous to Earth-Four, and he may have been one of the Olympians who helped create the Son of Vulcan. The Gunmaster, a masked hero, helped preserve justice in the Old West of Earth-Four with a young sidekick named Bullet. Judomaster helped fight the Japanese invaders in the Pacific during World War II, before being yanked into the present by the time-warping effects of the Crisis. The Olympians, for a brief time, endowed a youth with power over fire, earth, air, and water, turning him into Nature Boy in the 1950s. Other short-lived heroes, such as Mr. Muscles and Zaza the Mystic, appeared in the decade preceding the new era of super-crusaders, and even Ibis and the Golden Age Blue Beetle appeared in some Charlton Comics. But the latter two cases probably only depicted incidents happening on Earth-S and on Earth-Fox, respectively.

When Captain Nathaniel Christopher Adam became Captain Atom in 1961, he ushered in the new age of heroes on Earth-Four. He was followed some three years later by Earth-Four's first Blue Beetle, Dan Garrett, an archaeologist who gained super-powers from a mystic blue scarab. They were joined within three years by the Son of Vulcan, an American who was endowed with the might of the Olympian gods; by Thunderbolt, who had been trained by Tibetan monks to harness the energy of his entire brain to perform amazing feats; the new Blue Beetle, who lacked super-powers but followed in the footsteps of the dead Dan Garrett; the Sentinels, a trio of youths who were given super-abilities by special devices; the Peacemaker, a diplomat who devised weaponry to be used against the perpetrators of war; the Fightin' Five, a team of specialists who fought would-be world conquerors; the Question, a crusading reporter who ferreted out facts by assuming a faceless identity; and the lesser-known Shape, Tyro Team, and Spookman, all of whom had only one adventure apiece depicted in Charlton Comics. Nightshade, the daughter of a United States Senator and an otherdimensional princess, had the power to become a living shadow, besides her considerable martial-arts expertise, and became first the partner of Captain Atom and then a solo heroine in her own right.

The history of Earth-Four was, of course, considerably changed when it was merged with four other Earths in the Crisis. Earth-Four also possessed several different future time-lines. In one of them, the Prankster, a harlequin-like hero, fought against a repressive worldwide dictatorship. In another, a duo named 13 and Jinx came to 1967 to stop Captain Atom's enemy, the Ghost, from endangering their time-line. But these and any other possible Earth-Four futures have been altered and subsumed into the future time-lines of the new DC Earth, and, if they exist, do not do so exactly as previously depicted.

Earth-Six

Very little is known about Earth-Six at present. What we do know is revealed within *Crisis* itself and in the entry for Lady Quark in DC's *Who's Who* directory. Earth-Six, like Earth-Three, was destroyed in the Crisis.

Earth-Six was ruled by a global government set up along matriarchial lines, with the societal norm being roughly that of medieval times on most other Earths. The inhabitants of this world had developed a high level of technology, somewhat ahead of their contemporary Earths. Their ruling family was, at the time of the Crisis, composed of three super-beings: Lady Quark, the queen, with energy-blasting powers; Lord Volt, her husband, who could emit bolts of electric force; and Princess Fern, their daughter, who had power over all forms of plant life. Lord Volt and Princess Fern were destroyed, along with their universe, when the anti-matter consumed them. Lady Quark was saved through the intervention of Pariah, who vowed to save at least one innocent from destruction and took her with him when he teleported away from the dying Earth. Lady Quark lives today on the last remaining Earth, the sole known survivor of her universe.

Earth-S

Earth-S's designation is derived from Shazam, the ancient Egyptian wizard who gave the Marvel Family their powers, and whose name is invoked by Captain Marvel and several other members of the family to switch identities. Its heroes were depicted in Fawcett Comics from 1940 to 1953, with a few of Ibis's adventures appearing in Charlton's *Danger and Adventure*.

On Earth-S, Shazam had battled evil with the powers given to him by gods even more ancient than the Greek pantheon, as The Champion, in 7,000 B.C. As the ages went past and Shazam grew older, he attempted to find a deputy to take his place and chose Teth-Adam, whom he granted the powers of six Egyptian gods. But Teth-Adam was corrupted by his power, and was renamed Black Adam by Shazam, who exiled him to the farthest reaches of the universe. It would be several millennia before Shazam would pass on his mighty powers anew.

In 1940, Billy Batson, orphaned son of Merrill and Jocelyn Batson, gained the identity and powers of Captain Marvel from Shazam, who ended his own physical existence but maintained his identity as a spirit-being by a mystic bracelet of Shazamium. Within three more years, Captain Marvel was joined by three Lieutenant Marvels, Captain Marvel, Jr., and Mary Marvel, his sister. In combined form, they were known as the Marvel Family.

Captain Marvel was not the only hero whose powers stemmed from an Egyptian source; Earth-S was also the home of Ibis the Invincible, a young Egyptian mage from ages past who had placed himself and his lover Taia in suspended animation until 1940, when they were both revived. Other costumed heroes on Earth-S in the 40s, included Bulletman, Bulletgirl, Spy Smasher, Minute Man, Mr. Scarlet and Pinky, Radar and Commando Yank. Some, such as Master Man or the Hunchback, may not have survived the war.

The Marvel Family's greatest nemesis, the Sivana Family, succeeded in placing them and a host of other heroes and friends in a bubble of Suspendium in late 1953, only to find themselves victimized by the substance as well. Propelled into space by a rocket ship, the entourage was held unaging and immobile for twenty years. Then the Suspendium was sufficiently melted for Captain Marvel to recover and, with the help of his two allies Mary and Captain Marvel, Jr., return their friends and the Sivanas safely to Earth-S, to take up their lives and

careers anew. Lex Luthor was accidentally catapulted into Earth-S from Earth-One in 1974 and teamed up with Mister Mind in a short-lived attack on Captain Marvel. Later, the Marvel Family and six other Earth-S heroes teamed with the Justice League and Justice Society to battle King Kull, who endangered their three Earths. Since 1985, Earth-S has been merged with Earths One, Two, Four, and X in the new DC Earth.

Earth-S had several variant time-lines, including one in which Earth had colonized the entire solar system by 1961 and another in which the world was ruled by the tyrant Zotan. Both of these futures and all the others depicted in the Fawcett comics chronicles have to be regarded as changed or eliminated by the Crisis.

Earth-X

Earth-X was not the original home of the Ray, the Black Condor, the Phantom Lady, the Human Bomb, Uncle Sam or Doll Man who were originally members of the All-Star Squadron, as these heroes and the others who made up the Freedom Fighters originated on Earth-Two. They, and others who are counterparts of the heroes depicted in Quality Comics in the 1940s, came to Earth-X in 1942 to help in its war against Hitler. Unfortunately, they were less successful than their counterparts. Earth-X's Allies eventually lost the war and were conquered by the Axis powers. The Freedom Fighters became an underground movement and waged covert war against the occupying Nazis, who even conquered their erstwhile partners Japan and Italy, until 1973 when a team of Justice League and Justice Society heroes helped the Freedom Fighters defeat the tyrants.

An entire team of earlier Freedom Fighters, including the Red Bee, the Invisible Hood, Miss America, and the Red Tornado, perished at the hands of the Nazis, leaving Uncle Sam and his later partners to carry on themselves. Many of even that later group, including the Blackhawks, Plastic Man, the Spider, and Manhunter (Dan Richards), must have been killed in the long conflict. Another hero, Firebrand I, was not, but he had been framed as a traitor by the Silver Ghost. After the liberation of Earth-X, the Freedom Fighters chose to make Earth-One their crime-fighting base, but were forced by the Silver Ghost to perform criminal deeds that branded them outlaws. The Freedom Fighters never quite cleared their name, and eventually returned to Earth-X. There they remained as resident heroes until the Crisis, which merged their world with four others into the modern DC Earth. Any future time-lines of Earth-X must be regarded as changed or nonexistent.

Earth-Quality

Despite its harboring heroes who are counterparts to the Freedom Fighters of Earth-X, Earth-Quality is an entirely different Earth. There, super-heroes such as Uncle Sam, the Ray, Plastic Man, Black Condor, and Phantom Lady are indigenous, not natives of Earth-2. Moreover, the heroes of Earth-Quality never formed a Freedom Fighters team and only occasionally met each other. Also, they helped the Allies *win* their victory over the Axis in 1945. Thereafter, those few of them who continued their super-heroic careers (such as Doll Man, Plastic Man, and the Blackhawks) fought crooks and Communists through at least 1956. What happened to them after that date is unknown, as no Quality Comics were published after December, 1956 (cover date).

Earth-Quality is further distinguished from Earth-X by the presence of its Kid Eternity, who has no counterpart on Earth-X but does have a doppleganger on Earth-S.

It is possible that the Spirit, Lady Luck, and Mr. Mystic, all of whom were owned by Will Eisner but who were published in comic books by Quality, also exist on Earth-Quality or at least have counterparts there. At any rate, no hero from any other Earth has been recorded visiting Earth-Quality, and vice-versa.

Earth-B

This Earth can be the most elusive of all for which to pin down any identifying traits. Indeed, it has never been shown by DC as a distinct Earth; it is only posited to exist because of inconsistencies created in comics edited by Murray Boltinoff, or written by Bob Haney or E. Nelson Bridwell. Mostly, these inconsistencies are found in issues of *Brave and the Bold* and *World's Finest Comics*.

In fact, it is difficult to say which stories in those series *did* occur on Earth-B, since most issues can be recognized as canonical tales of Earth-One. Here are some possible identifying traits:

The Batman of Earth-B began his career in World War II, at least shortly before D-Day. He teamed with Sgt. Rock in a crucial point of the conflict. Bruce Wayne had a brother named Thomas, whose existence was hidden from him until the 1970s, Batman continued his career without letup all the way through the Seventies, without marrying or seeming to age. His Catwoman, unlike that of Earth-One, has no compunction against murdering and has done so at least once. Green Arrow, after losing his fortune to John Deleon (as on Earth-One), apparently regained it to a large degree.

These stories are but the tip of the iceberg, and any tale which conflicts irreconcilably with canonical "fact" in other stories can be assigned to Earth-B. It is probable that Earth-B did not survive the Crisis; it may be the Earth on which *DC Challenge* takes place.

Earth-12

Earth-12 is the world on which the Inferior Five live, and, possibly, where all the DC humor comics not involving funny animals occur. Earth-12 has its own Plastic Man and Superman, as shown in issues of *Inferior Five*, and, if Jerry Lewis's comic adventures take place there, it also boasts its own Flash, and Wonder Woman. If the 15's statements in one issue that the Justice League, the Doom Patrol, and the Teen Titans could outdo them is taken literally, that could establish more parallels. A songwriter who visits the 15 in one issue claims to have written fight songs for all these teams and also for the Blackhawks, the Sea Devils, and the Legion of Super-Heroes (he is shown being kicked out of the Legion clubhouse by Invisible Kid). DC's Plastic Man of the 1960s undoubtedly lives on Earth-12, which would underscore the feasibility of his cameo in an Inferior Five adventure.

The heroes who helped fight World War II on Earth-12 were the Freedom Brigade, a group of superhumans who intermarried upon retiring and had children who, as Merryman, the Blimp, Awkwardman, Dumb Bunny, and the White Feather, formed the Inferior Five. During their careers, they encountered several bizarre dopplegangers of Marvel heroes, such as a red-bearded Thor, the Egg's Men, the Kookie Quartet, Man-Mountain, Prince Nabob the Sunk-Mariner, the Cobweb Kid, and Iron Pants. Thus, it is possible that Earth-12 is a skewed version of Crossover Earth. (Its Marvel Universe counterpart is Earth-Marble, as presented in *Not Brand Echh*.)

Earth-12 was destroyed in the Crisis, and the Inferior Five were shown tumbling into the dimensional world of Oz in *Oz-Wonderland War* #3 and later appeared

in *Crisis on Infinite Earths* #12. The last appearance implies that the Inferior Five still survive, trapped on an Earth they never made, which will probably never make sense of them (except in Plastic Man's Acme City).

Crossover Earth

Crossover Earth, which has never been officially dubbed such but is referred to thus for cataloguing purposes in this Index, was established by the team-up of Superman and Spider-Man in 1976. It is a world in which elements of both Earth-One and Marvel's Earth coexist side-by-side, wherein Superman can fight Doctor Doom and the X-Men can battle Darkseid. Four adventures have been presented on this Earth so far: Superman's two meetings with Spider-Man, Batman's encounter with the Hulk, and the teaming of the X-Men and the new Teen Titans.

Distinguishing what does and does not exist in Crossover Earth is a tentative situation at best. Both the Justice League and the Injustice Gang exist in this world, as Lex Luthor uses the Injustice Gang's satellite as a base to oppose Superman and Spider-Man in their first encounter. In *Marvel and DC Present* #1, the Fantastic Four and Avengers are mentioned, but not depicted. The appearances of Metron and Darkseid in *Marvel and DC Present* #1 imply strongly the existence of all the New Gods and their complements on Crossover Earth.

However, it is probably futile to conjecture on the Crossover Earth existence of heroes or elements of the Marvel and DC mythos not directly named (for instance, it is useless to speculate whether or not the Justice Society on this planet teamed up with the Invaders and the Liberty Legion to fight Hitler in World War II). As Marvel and DC have dropped their policy of mutual crossover books, such questions have been rendered moot.

Earth-C

Earth-C is home to a world of anthropomorphic animals, the mightiest of whom are Captain Carrot and his Zoo Crew (Rubberduck, Pig-Iron, Alley-Kat-Abra, Yankee Poodle, Fastback, and Little Cheese). Earth-C, strangely enough, is the only alternate earth to still exist after the Crisis—a result of having existed (per the new DC history) not in a parallel universe, but in a dimension adjacent to Earth.

Earth-C-Minus

This world, an offshoot of Earth-C, was discovered when cartoonist Rodney (Capt. Carrot) Rabbit was confronted by living versions of his comic-book characters, the Justa Lotta Animals—Super-Squirrel, Green Lambkin, Aquaduck, The Batmouse, The Crash, and Wonder Wabbit. As it was explained to readers, Rodney only thought that the Justa Lotta Animals were fictional creations, when, in point of fact (in the Earth-One/Earth-Two tradition), they actually did exist—albeit in a parallel dimension. Whether or not the inhabitants of Earth-C-Minus survived the Crisis by having been incorporated into another dimension has yet to be revealed.

Earth-Prime

The existence of Earth-Prime, where super-heroes only existed in comics published by DC Comics until the coming of Ultraa in 1978, was first revealed in *The Flash* #179, May 1968. In this story, the Flash of Earth-One had an encounter with an alien life-form which affected his speed and vibratory rate precisely enough to throw him out of the Earth-One universe and into the Earth-Prime cosmos. Thinking himself on Earth-Two, Flash was chagrined to find out that a young comic fan knew his secret identity and had read it in an issue of *The Flash* comics. He deduced that, just as the Gardner Fox of Earth-One had "tuned in" on the exploits of Jay Garrick, the Flash of Earth-Two, so this world's writer of *The Flash* must be en rapport with his existence.

To get back to his own world, the Flash enlisted the help of the Julius Schwartz of Earth-Prime, the editor of *The Flash* comics in 1968 (like his Earth-Real counterpart). After convincing him of his authenticity, the Flash got Schwartz to bankroll him for materials which he used to construct a Cosmic Treadmill. With this device, he returned to Earth-One. Julius Schwartz of Earth-Prime kept the Treadmill in a closet of his office for many years thereafter.

In time, Cary Bates of Earth-Prime, the writer for *The Flash*, found himself teleported to Earth-One, where he learned that he had the mutant ability to control the outcome of a fight between The Flash and The Trickster. This power was to prove deadly to the Justice Society some time later, because, at the behest of the Wizard, Bates used the treadmill to cross into Earth-Two and become a super-villain. There, along with the Injustice Society, he killed several members of the Justice Society. Luckily, the Elliot S! Maggin of Earth-Prime was on hand to rally the Justice League to his cause, help defeat and reform the mind-controlled Bates, and bring Bates and himself home to Earth-Prime. (The Spectre received permission from The Voice to restore his dead comrades.)

In 1978, Earth-Prime gained its first super-hero: Ultraa, an alien with Superman-like abilities. The Justice League were mystically drawn across dimensional barriers to encounter Ultraa and fight a deadly computer with his aid. But Ultraa was convinced by the destruction their battle had wreaked that Earth-Prime was not ready for superheroes, and accompanied the Justice Leaguers back to Earth-One.

In a conflict that took place in 1942 on Earth-Two, in 1962 on Earth-Prime, and in 1982 on Earth-One, Per Degaton, the Justice Society's foe, accidentally learned of Earth-Prime's existence and of the Cuban Crisis of 1962. By stealing the nuclear missiles which the Russians had placed in Cuba, Degaton set in motion a chain of events which led to a devastating nuclear holocaust. But the combined Justice Society, Justice League, and All-Star Squadron managed to stop the theft of the missiles by time-travel, ensuring that the post-holocaust Earth-Prime remained just an alternate future.

But, unbeknownst to all, the Earth-Prime universe contained a Krypton that had blown up like its counterparts on Earth-One, Earth-Two, and Earth-Three, and its sole survivor, a young Kal-El, was sent to Earth where he was adopted by the Kents and named Clark Kent. Naturally, Superman became his favorite comic character, though he had no inkling of his inherent super-powers. He discovered them while masquerading in a Superboy costume, when the Superman of Earth-One was thrown into the Earth-Prime cosmos during the Crisis. Soon afterward, the Earth-Prime universe was destroyed by anti-matter and Superboy of Earth-Prime made his way to the merged Earths, where he joined in the crusade against the Anti-Monitor. In the wake of their foe's destruction, he joined Alex Luthor, Superman of Earth-Two, and Lois Kent in going to a peaceful world where they could live out the remainder of their lives.

The Monitor's Pre-Crisis Appearances

The Monitor made his debut in *New Teen Titans* (first series) #21, July 1982, introduced Lyla in his second outing in the pages of *New Teen Titans Annual* (first series) #2, 1983, and from there stepped into a crazy-quilt of DC comics for the next two years, tantalizing readers with a seemingly endless series of cameos. Initially, the two characters merely observed and catalogued heroes and acted as a supply house to various DC villains. Not until the appearance of *Crisis on Infinite Earths* in 1985 did we learn that this was all part of a master plan to save the Multiverse from the Anti-Monitor. Here is a catalogue, in rough chronological order, of the pre-*Crisis* appearances of Lyla and the Monitor:

The New Teen Titans (first series) #21, July 1982:
The Monitor observes Starfire and Raven save the New York Yankees and their fans from a bomb plot, in his first appearance.

The New Teen Titans Annual (first series) #2, 1983:
Lyla, the Monitor's aide, is introduced as he supplies several super-powered mercenaries to fight the Teen Titans for Anthony Scarapelli, a gangster.

Green Lantern #173, 176, 178—Feb., May, and July 1984:
At the behest of Congressman Jason Block, the Monitor sends his Demolition Team against Green Lantern.

Flash #338 and 339, Oct. and Nov. 1984:
The Monitor and Lyla supply the villains of Flash's Rogue's Gallery with the futuristic armor that turns Dufus Ratchet, mental patient, into Big Sir, super-villain. Monitor and Lyla are behind the scenes in the first issue cited.

Tales of the Teen Titans #47, Oct. 1984:
The Monitor records the defeat of the H.I.V.E.

Blue Devil #5:
Blue Devil's battle with Nebiros is observed by the Monitor and by Lyla, who thinks Blue Devil is cute.

The Fury of Firestorm #28, Oct. 1984:
The Monitor supplies Slipknot to an interested party to attempt the capture of Firehawk, and watches his battle with Firestorm.

Batman and the Outsiders #14 and 15, Oct. and Nov. 1984:
Maxie Zeus requests and gets the aid of the New Olympians from the Monitor to use against the Outsiders, and Monitor observes the conflict.

Action Comics #560, Oct. 1984:
The Monitor gives John Doe a contact who provides him with a super-villain costume and accessories.

Justice League of America #232, Nov. 1984:
The Monitor and Lyla observe the final encounter between the Commander and the Justice League-Justice Society grouping, inadvertently distracting the villain enough for the heroes to triumph.

Tales of the Legion of Super-Heroes #317, Nov. 1984:
The Monitor and Lyla time-travel to the Legion's 30th Century to observe Dev-Em, the ex-Knave of Krypton.

Wonder Woman #321, Nov. 1984:
The Monitor, observing the Huntress, wonders why she faces trial after trial, without super-powers, and repeatedly refuses aid or friendship. Lyla replies—to herself—that the Huntress obviously values her independence and freedom.

Infinity, Inc. #8, Nov. 1984:
Ultra-Humanite rings up the Monitor and Lyla on a viewscreen to report his good fortune in battling the JSA and Infinity, Inc., with the Monitor's devices.

All-Star Squadron #40, Dec. 1984:
After the "Real American" android is destroyed in 1940, the leader of the Phantom Empire contacts the Monitor and Lyla and begs for a replacement. He is refused.

DC Comics Presents #76, Dec. 1984:
The Monitor observes the clash between the Superman-Wonder Woman team and Christine Cade.

Superman #402, Dec. 1984:
The Monitor observes a visiting team of 40th Century doctors where Superman can be found.

Saga of the Swamp Thing #30 and 31, Nov. and Dec. 1984:
Lured by the incredible flux of mystic power, the Monitor and Lyla watch the climactic battle between Swamp Thing and Arcane, though tempted to look away.

Justice League of America #234, Jan. 1985:
The Monitor observes the new Justice League in action against the Overmaster.

Vigilante #14, Jan. 1985:
The Monitor is revealed to be the supplier of Mr. Hammer's shadow suit. The Monitor is not seen in this issue.

Superman #403, Jan. 1985:
The Monitor provides information to the Thief-Master of Ramox about Earth, and the Thief-Master provides information to the Monitor about Ramox.

World's Finest #311, Jan. 1985:
As a test of Superman and Batman, the Monitor gives a young hacker the chance to tap into the super-computer at the Fortress of Solitude.

Tales of the Legion of Super-Heroes #319 and 320, Jan. and Feb. 1985:
The Monitor provides Universo with the services of a thief named Magpie.

Amethyst #2, Feb. 1985:
The Monitor discovers and observes Amethyst.

G.I. Combat #275 and 276, Mar. and Apr. 1985:
The Monitor appears before the Haunted Tank crew and is even seen by the startled ghost of J.E.B. Stuart. The Monitor's physical appearance is first revealed in this story.

Wonder Woman #323, Feb. 1985:
The Monitor manipulates events so that Dr. Psycho, the Silver Swan, and Angle Man are pitted against an Amazon-powered Etta Candy.

Action Comics #564, Feb. 1985:
The Monitor gives the Master Jailer an amnesia-inducing device that will even work on Superman.

Warlord #91, Mar. 1985:
The Warlord gives a short history lesson on the past of Warlord and Skartaris.

Jonah Hex #90, Apr. 1985:
The Monitor, in disguise, gives Jonah Hex a horse.

Batman #384, June 1985, and *Detective Comics* #551, June 1985:
The Monitor helps Dr. Fang's gang hire the Calendar Man. The Monitor is behind the scenes in the latter book.

Tales of the Teen Titans #58, Oct. 1985:
In her chronologically first appearance, Harbinger brings Psimon aboard the Monitor's satellite, where the Monitor reveals to him that they will soon face a Crisis on Infinite Earths.

DC Comics Presents #78, Feb. 1985:
The Monitor and Lyla, in their last pre-*Crisis* appearance, direct their attention to Earth-Three, where the Crisis has already begun.

Crisis Crossovers

The following is a list of all Crisis crossovers, both "official" and "unofficial," with a brief description of the events in that issue that directly relate to the Crisis on Infinite Earths. For further details on how these stories fit into the overall continuity, see the *Crisis Flowchart* on pages 29–32.

All-Star Squadron #50
October 1985

SPECIAL CRISIS CROSS-OVER
ALL STAR SQUADRON
$1.25
QUESTION: WHICH OF THESE HEROES WILL HAVE THEIR LIVES FOREVER CHANGED BY THE COMING OF HARBINGER?
ANSWER: ALL OF THE ABOVE!
50TH ISSUE SPECIAL
by ROY THOMAS, ADRELL JONES & MIKE CLARK

In a series of events paralleling those originally revealed in *All-Star Comics* #13, a Nazi engineer named Gootsden purchases eight space rockets from the Monitor. The Nazis then capture an equal number of Justice Society of America members. Each hero is placed in a different spaceship and rocketed to one of the eight other planets in the solar system. However, Harbinger's unexpected arrival on 1942 Earth-Two warps the space-time continuum, and causes the eight ships to enter hyper-space and land on solar planets far different from those of the Earth-Two universe.

Harbinger confronts Danette (Firebrand II) Reilly and attempts to bring her back to 1985 Earth-One, but energies resulting from the activation of Gootsden's rocket apparatus in Berlin prevents Harbinger from returning to the present. In retaliation, she transmits waves of force back through the device – force that electrocutes the Nazi criminals and permanently transports Steel, the Indestructible Man (on the scene in Berlin) to Earth-One.

Green Lantern, Johnny Quick, and Liberty Belle catch up to Harbinger and Firebrand II in time to see them vanish into an energy vortex, and attempt to follow them only to be deposited on 1942 Earth-S.

All-Star Squadron #51
November 1985

SPECIAL CRISIS CROSS-OVER
BY ROY THOMAS MIKE CLARK & ADRELL JONES
ALL STAR SQUADRON
NOW IT BEGINS! THE SEARCH FOR THE JUSTICE SOCIETY
TEN-HUT! THE FIRST MEETING OF THE MONSTER SOCIETY OF EVIL WILL NOW COME TO ORDER!

Here it is revealed that Harbinger and Firebrand II's trip to 1985 further disrupted the space-time continuum by hurling Mr. Mind from his own (unspecified) dimension into that of Earth-Two. There, he gathers together several Justice Society foes under the name "Monster Society of Evil," and together they battle the remaining All-Stars.

All-Star Squadron #52
December 1985

The Crisis has reached 1942 Earth-S, and Green Lantern, Johnny Quick, and Liberty Belle join Captain Marvel in his battle against the Anti-Monitor's shadow demons. Later, Captain Marvel takes the heroes to the wizard Shazam, who is apparently aware of the Crisis and sends the three to present-day Earth-One via the Rock of eternity.

All-Star Squadron #53

January 1986

The All-Stars continue their battle with the Monster Society of Evil. Mr. Mind escapes, only to be thrown across the dimensions once more, landing on Earth-S, where he will, months later, encounter Captain Marvel for the first time.

Meanwhile, Johnny Quick and Liberty Belle are absorbed by a burst of white light and deposited aboard the Monitor's satellite, leaving Green Lantern to return to 1942 Earth-Two. Quick and Belle join their teammates Tarantula and Amazing-Man; then, in events paralleling sequences shown in *Crisis*, the Earth-Two heroes combat the Red Tornado, who has been sent on a mad rampage by the Anti-Monitor. Finally, Harbinger dispatches Liberty Belle, the present-day Green Lantern of Earth-Two, Power Girl, Per Degaton, Star Sapphire, and Deathbolt on a mysterious mission.

All-Star Squadron #54

February 1986

Red skies continue to appear over 1942 Earth-Two as the All-Stars conclude their battle with the Monster Society of Evil. Meanwhile, in 1985, Harbinger sends Firebrand II and a group of heroes from Earth's past to Cape Canaveral in an attempt to prevent the Ultra-Humanite from stealing a space shuttle.

SPECIAL CRISIS CROSS-OVER
ALL-STAR SQUADRON
WHILE THE CRISIS RAGES...
SUPERMAN VS. MR. MIND'S MONSTER SOCIETY!
by ROY THOMAS, MIKE CLARK & ARVELL JONES

All-Star Squadron #55
March 1986

Together with another group of heroes from the past, Firebrand II battles the Ultra Humanite. Although they fail in their attempt to keep him from stealing a space shuttle, a NASA technician (Terri Rothstein, Firebrand II's goddaughter) manages to enter a navigation code that she claims will send the spacecraft straight into the sun.

All-Star Squadron #56
April 1986

The Seven Soldiers of Victory assemble to discover the cause of the red skies, but instead get involved in a battle with the Sense-Master, in a story adapted from *Leading Comics* #4.

All-Star Squadron #60
August 1986

The eight JSAers sent into hyper-space are finally reunited and make their way back to Earth-Two. At the same time,

the All-Star Squadron helps Mekanique, a robot from the future, succeed in her attempt to change history. In order to facilitate her mission, Mekanique has used her power to prevent the effects of the Crisis on Infinite Earths from finalizing in 1942; her task complete, she allows the history-altering effects of the Crisis to take hold, effectively eradicating from the All-Stars' memories the existence of Superman, Batman, Robin, Wonder Woman, and Aquaman.

Comment

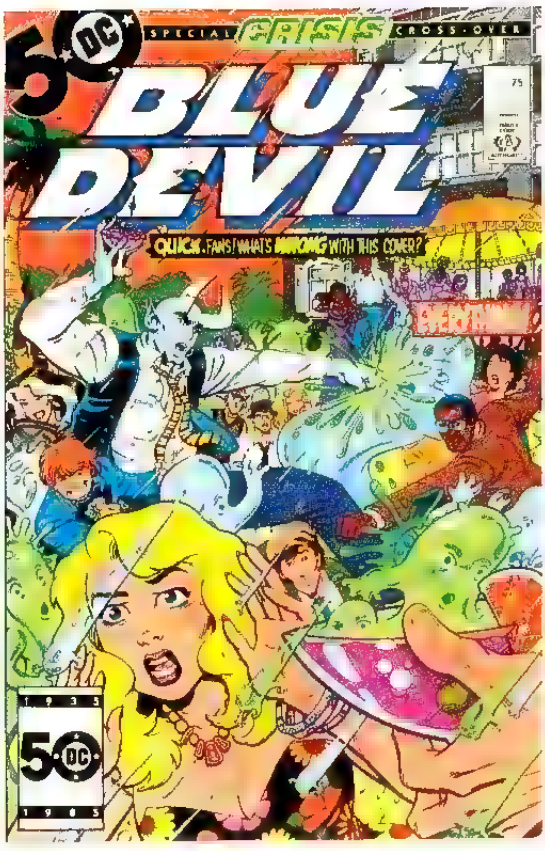
This issue is not bannered as a Crisis crossover.

Amethyst #13
February 1986

Amethyst, blinded by shadow demons (*Crisis* #11), is taken back to the Gemworld by Dr. Fate, who reveals to her her heritage as a Lord of Order before returning to the Crisis.

Blue Devil #17
October 1985

Blue Devil helps S.T.A.R. Laboratories avert some of the Crisis-spawned storms by seeding clouds with an experimental microorganism. Later, he attends a "Red Skies



Party" in Malibu—a party crashed by the Fisherman, who tries to make off with the guests' valuables. Blue Devil captures him while, at the same time, battling a horde of monstrous organisms that rain down as a side-effect of the cloud-seeding. No sooner does the hero restore order than he is taken by Green Lantern (John Stewart) to the Justice League satellite to help repair the Red Tornado.

Blue Devil #18
November 1985

Blue Devil, along with four of the Omega Men, is sucked into a parallel dimension where all technological development revolves around the movie industry. After helping a group of people from that world save their Dan Cassidy (Blue Devil's dimensional counterpart), the Omega Men are returned to the Earth-One continuum, as is Blue Devil (after some short detours shown in *Blue Devil* #19).

DC Comics Presents #78
February 1985

As the Monitor tries to locate Krakow and the Enchantress (both of whom disappear after battling Superman and the Forgotten Heroes in the far past), Harbinger brings to his

attention that the anti matter menace has reached Earth-Three

Comment

This issue is not bannered as a Crisis crossover.

DC Comics Presents #86
October 1985

Supergirl, in her secret identity of Linda Danvers, gets a call from Batgirl. In a sequence paralleling a scene in *Crisis #4*, they meet in Gotham City, and Supergirl does her best to boost Batgirl's morale. Batgirl feels helpless in the face of the Crisis.

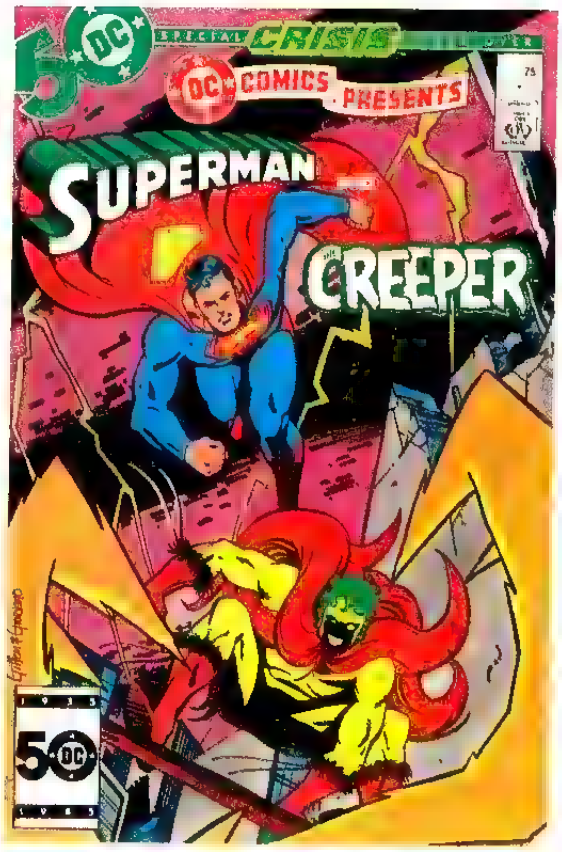
Determined to find the cause of the destruction sweeping the universe, Supergirl enlists Superman's aid. Together they detect a bizarre twin black hole configuration in deep space. They go to investigate, only to find one of Supergirl's old enemies, Blackstarr. Unaware of the Anti-Monitor's existence, the heroes assume that she is behind the strange disturbances that are a side effect of the anti-matter clouds. Eventually, Blackstarr convinces them that she is innocent, and uses her powers to help realign the universe temporarily.

DC Comics Presents #87
November 1985

Immediately after the death of Supergirl, Superman, in mourning on Earth's moon, is transported to the universe of Earth-Prime by the Superman Revenge Squad. There, he finds the Superboy of Earth-Prime and together they defeat a squadron of attacking aliens. Using the alien's equipment, they travel to Earth-One, where Superboy is suddenly swallowed by an energy vortex. Superman tries to save him, but is captured by the Superman Revenge Squad in a sequence of events that continues directly into *Superman* #414.

DC Comics Presents #88
December 1985

Because of the Crisis, the Creeper, in his identity as TV newsman Jack Ryder, begins giving air time to the cranks and crackpots who claim to be behind the strange forces signalling the end of the world. Most are harmless however, one of them uses his media exposure to form a psychic conduit between an ancient demon and the viewers of Ryder's show Together, Superman and the Creeper defeat the demon



DC Comics Presents #95
July 1985

During the Crisis, Superman and Hawkman battle Kasta, a Thrill Killer from Thanagar.

Comment

This issue is not bannered as a Crisis crossover; however; a footnote places it during the Crisis on Infinite Earths.

Detective Comics #558
January 1986

After a lengthy battle with Nocturna and Nightslayer, Batman gets a phone call from Police Sergeant Harvey Bullock, warning him that the Joker is on the loose.

Comment

This issue is not bannered as a Crisis crossover.

Fury of Firestorm #41
November 1985

Harbinger and Psycho-Pirate II travel to Pittsburgh to recruit Firestorm.

DC COMICS PRESENTS
SUPERMAN & HAWKMAN
WHO are the LORDS OF THE ULTRA REALM?
IF SUPERMAN CAN'T STAND UP TO THE THRILL-KILLER, HOW CAN HAWKMAN?!

Fury of Firestorm #42

December 1985

Playing off events in *Crisis* #9, Wonder Girl and Firehawk search Manhattan for Wonder Girl's husband, Terry. Because of the time displacement ravaging New York, they end up fighting alongside Tomahawk, Dan Hunter, and George Washington during the Revolutionary War.

Green Lantern #194

November 1985

Red skies and Crisis-spawned weather reach Star City, where Green Lanterns John Stewart and Katma Tui help Green Arrow and Black Canary combat the storms. When Harbinger arrives to recruit Stewart, she must do battle with all four heroes before they believe her stories of impending doom. Eventually, though, Stewart is convinced and accompanies her to the Monitor's satellite. There, in events paralleling *Crisis* #1 and 2, Stewart battles shadow demons alongside other heroes and villains before being dispatched (along with Firebrand II, Cyborg, and Psimon) to 1879 Texas to guard one of the Monitor's vibrational devices.

Meanwhile, the Anti-Monitor strikes at fifteen of the Guardians of the Universe through the main power battery and constructs a barrier around Oa. A representative of a splinter group of six Guardians takes Guy Gardner from Earth. Hal Jordan follows.

Green Lantern #195
December 1985

The renegade Guardian, Guy Gardner, and Hal Jordan arrive on Oa. Jordan, uninvited, is unceremoniously dumped on the far side of the planet while Gardner is taken to meet the rest of the six renegades.

Meanwhile, the barrier around Oa begins blocking off the energies from the main power battery, leaving the Green Lantern Corps powerless.

Jordan finally makes it into the Guardians' main chambers, where he is met by the Guardians not held prisoner by the battery. These Oans have resigned themselves to the finality of the Crisis and send Jordan back home

Shortly thereafter, as revealed in *Crisis* #5 and 8, a number of Lanterns travel to Oa via spaceship and arrive just as Harbinger temporarily halts the merging of Earths. The battery's power is restored, but the resultant backlash of energy kills several of the Green Lanterns even as it frees the Guardians.

Finally, in a scene continuing into the opening pages of *Crisis* #9, Guy Gardner is given a ring, a power battery, and a modified Green Lantern uniform by the renegade Guardians.

Green Lantern #196
January 1986

In a sequence continuing from the opening pages of *Crisis* #9, Guy Gardner returns to Earth—as does John Stewart, who erroneously believes the Crisis to be over.

Comment

This issue is not bannered as a Crisis crossover.

Green Lantern #198
March 1986

Guy Gardner and Hal Jordan are sent by the renegade Guardians to destroy the moon of Qward in the anti-matter universe. Eventually, the fascistic Gardner tires of Jordan's constant challenging of his authority, and leaves Jordan to die in space. However, Hal is rescued by the remaining members of the Green Lantern Corps. Speaking through Tomar-Re, the main power battery itself tells the Corps that to destroy the moon—the birthplace of the Anti-Monitor—would somehow boost, rather than impair, his power. The Green Lanterns defeat Gardner just as the Superman of Earth-Two finally destroys the Anti-Monitor. Unfortunately, the war against Gardner has caused the deaths of several Lanterns, including Xax of Xaos and Tomar-Re of Xudar, who passes his ring along to John Stewart so that Hal Jordan may finally reclaim his ring and his heritage as a Green Lantern.

Infinity, Inc. #18
September 1985

In the midst of Infinity, Inc.'s battle with Helix, Obsidian is recruited by Harbinger to fight in the Crisis.

Infinity, Inc. #19
October 1985

In a story continued in Justice League of America #244, members from both Infinity, Inc., and the Justice Society traverse the dimensions to Earth-One for the final Justice League-Justice Society team-up. Also, Mekanique, who figures prominently in the Crisis crossovers in *All-Star Squadron*, is introduced.

Infinity, Inc. #20
November 1985

In a sequence paralleling events in *Crisis* #4, several members of Infinity, Inc., and the Justice Society combat the effects of the Crisis-spawned storms.

Infinity, Inc. Annual #1
December 1985

After the events of *Crisis* #4, Obsidian is returned to Earth-Two with little memory of his involvement thus far in the battle.

Infinity, Inc. #21
December 1985

In a scene leading into *Crisis* #5, Harbinger appears at the wedding reception of the Green Lantern of Earth-Two and Harlequin and transports the majority of Earth-Two's heroes to the Monitor's satellite. Later, the two remaining heroes—Hourman II and the new Dr. Midnight—are attacked by shadow demons.

Infinity, Inc. #22
January 1986

The scene aboard the Monitor's satellite (*Crisis* #5) is shown in fuller detail, particularly in regards to the involvement of the Earth-Two heroes. Meanwhile, Hourman II and the new Dr. Midnight battle Civil War soldiers and a dinosaur in a time-warped South Carolina.

SPECIAL CRISIS CROSS-OVER
INFINITY INC.
THEY'RE HERE! THE NEW MOURNMAN & DR. MIDNIGHT!
MORE PAGES! NO ADS!
by ROY THOMAS & TODD McFARLANE

Infinity, Inc. #23
February 1986

Wildcat II eavesdrops on Green Arrow of Earth Two, Atom of Earth-Two and Liberty Belle in a scene paralleling events in *Crisis* #7. Immediately thereafter, the Star-Spangled Kid and Jonni Thunder are hurled into the past by an energy vortex, another result of the bizarre weather. They are followed by Knodar, a criminal from the future pulled into the present by the Crisis.

Meanwhile, Jade and Brainwave II accompany Northwind to his home, the hidden civilization of Feithera. Together with Solomon Grundy (taken from Feithera, then returned, by Harbinger), they prevent a glacier from destroying the city and its inhabitants.

Infinity, Inc. #24
March 1986

While a phalanx of super heroes battle the Anti-Monitor (*Crisis* #7), the Earth-Two heroes discuss the ramification of the Crisis.

At the same time, Star-Spangled Kid and Jonni Thunder find themselves on Hollywood Boulevard, where the Crisis has caused a time-warp where 1935 and 1985 Earth-Two coexist. Together, they prevent Knodar and his gang from taking over the headquarters of Infinity, Inc.

Infinity, Inc. #25
April 1986

In a scene that expands upon the final fates of the Wonder Woman and Steve Trevor of Earth-Two (*Crisis* #12), Fury thinks back to the last moments she spent with them as they were taken to Olympus.

Comment

This issue is not bannered as a Crisis crossover.

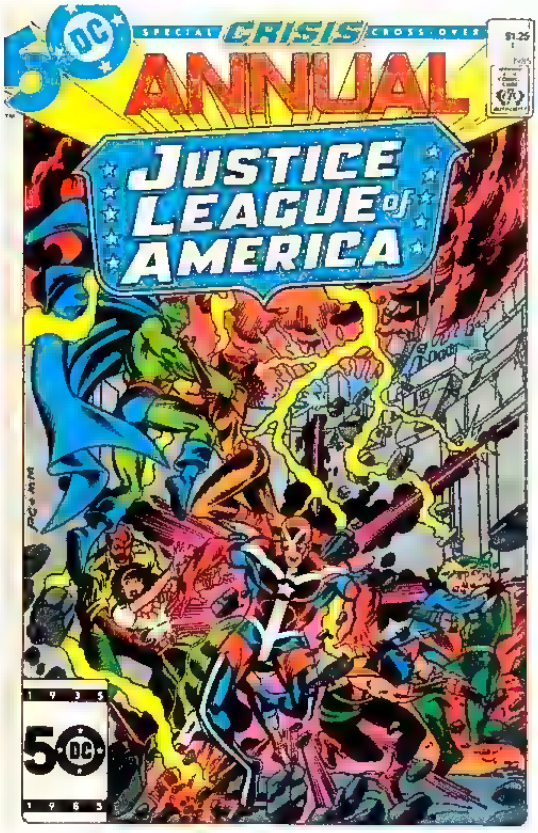
Justice League of America #244
November 1985

Following the final Justice League-Justice Society team-up, the heroes of both groups go into action to combat the bizarre weather effects of the Crisis.

Justice League of America #245
December 1985

Transported into Earth's far future by Warp (*Crisis* #9), Steel battles the sons of the Lord of Time.

Justice League of America Annual #3
November 1985



The Justice League of America unites to defeat the Red Tornado, whose powers have grown to the point where the former android hero becomes a corrupt elemental force attuned to nature itself.

Legion of Super-Heroes #16
November 1985

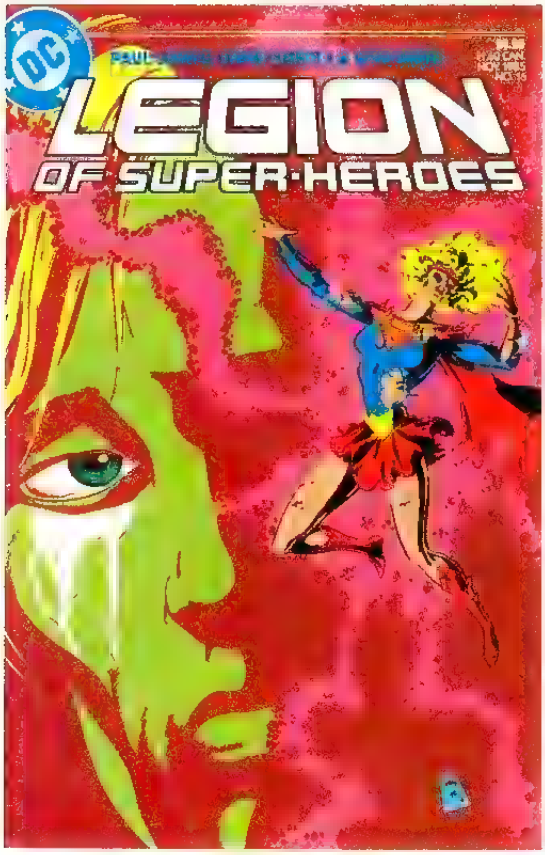
Brainiac 5 copes, as best he can, with the death of Supergirl.

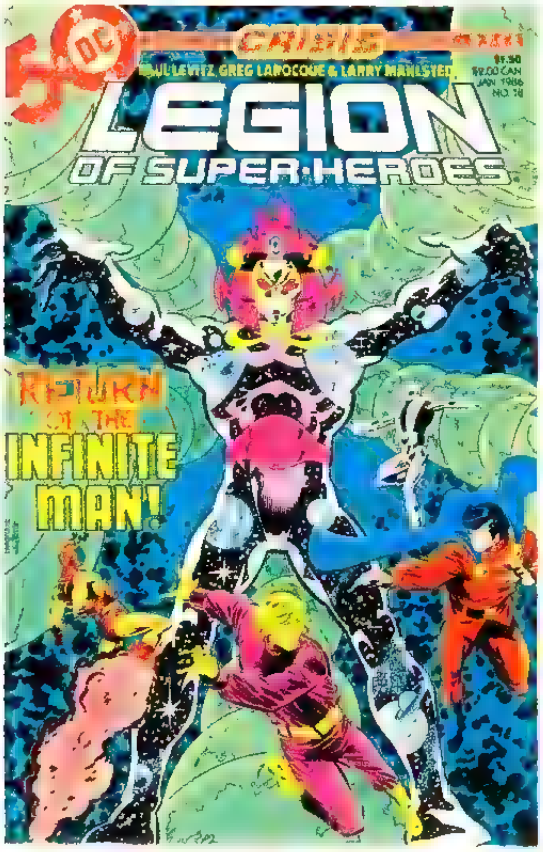
Comment

This issue is not bannered as a Crisis crossover.

Legion of Super-Heroes #18
December 1985

The Legionnaires defeat the temporal-powered villain known as the Infinite, Man, whose presence in the 30th





Century has inadvertently staved off most of Earth's memories of the Crisis on Infinite Earths. Once he is captured and depowered by the Legion, the effects of the Crisis begin to carry into their time-period.

Losers Special #1
September 1985

Following the events of *Crisis* #10, in which Earth's history is completely rewritten, the Losers are shown on their final mission, during which they are killed by a Nazi batallion instead of by the Anti-Monitor's shadow demons.

New Teen Titans #13
October 1985

As red skies begin to sweep over the New York area, Cyborg is recruited by Harbinger to help fight in the Crisis. Several days later, in a sequence paralleling events in *Crisis* #2 4, the rest of the Titans get involved in the fray as they team up with the Outsiders, Batman, and Superman to help battle the anti-matter storms.

As the Crisis continues, the Titans assemble in the nearly rebuilt Titans Tower. There, a landing party from the starship Xplor'rr beams down to retrieve Starfire and bring her back to her home planet of Tamaran.

New Teen Titans #14
November 1985

Accompanied by Nightwing and Jericho, Starfire beams aboard the starship Xplor'rr and begins her voyage home to Tamaran.

Omega Men #31
October 1985

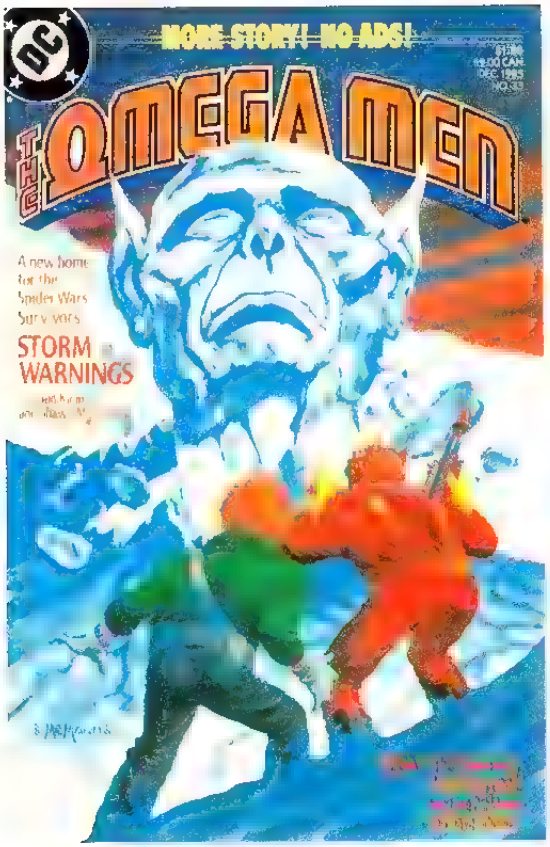
Shlagen, Doc, Rynoc, and Zirral unintentionally pilot their starship into a space warp (and into the pages of *Crisis* #8).

Omega Men #33
December 1985

Primus and Tigorr discover the fate of Nimbus (as alluded to in the second story in *Crisis* #10).

Comment

This issue is not bannered as a Crisis crossover.



Superman #413
November 1985

In a sequence leading into *Crisis #6*, Luthor is abducted by Brainiac during a battle with Superman.

Comment

This issue is not bannered as a Crisis crossover.

Superman #414
December 1985

In a storyline continuing from *DC Comics Presents #87*, the Man of Steel is held captive by the Superman Revenge Squad. He is taken to New Krypton, home of the Kandorians, and is forced to watch as the Revenge Squad attempts to conquer and destroy the planet. Eventually, they are thwarted by Sylvia (the wife of Superman's cousin Van-Zee). Superman brings the Squad to justice. Before leaving New Krypton for the last time, Superman retrieves Supergirl's body and leaves it with her natural parents, Zor-El and Alura.

Superman #415
January 1986

Shortly after Supergirl's death, Superman meets Salkor, an alien whom Supergirl once married during a lengthy bout with amnesia.

Saga of the Swamp Thing #44
January 1986

John Constantine and Steve (Mento) Dayton meet Batman, who is patrolling the streets of New York after having battled the anti-matter storms alongside the Outsiders, the Teen Titans, and Superman (*Crisis* #2 4, *New Teen Titans* #13).

Comment

This issue is not bannered as a Crisis crossover.

Swamp Thing #46
March 1986

In a sequence leading into the events of *Crisis* #5, Swamp Thing and John Constantine are brought aboard the Monitor's satellite. There, Alex Luthor asks them to deal with the effects of the Crisis upon the spiritual plane.

Wonder Woman #327
September 1985

The Crisis reaches South America as Wonder Woman battles the mad god Tezcatupoca.

Wonder Woman #328
December 1985

The Amazons, including Wonder Woman, are recruited by the Olympian gods to help combat the Anti Monitor's shadow demons. Later, in a scene paralleling events in *Crisis* #4, the Amazons pray to the goddess Athena and prepare to die in the Crisis.

Wonder Woman #329
February 1986

The Anti-Monitor allies himself with Hades, god of death, to bring about the destruction of the Amazons; however, when the Anti-Monitor turns his attentions away from Hades's forces, Hippolyta's female warriors -led by Wonder Woman -- snatch victory from the jaws of defeat. In the aftermath of battle, Wonder Woman and Steve Trevor are wed by Zeus, and spend a too-brief period of time together as husband and wife before Diana is called upon to join Earth's heroes in their final battle with the Anti-Monitor.

DC Comics Presents #94

June 1986

Cover Credits

Artist: George Perez
Letterer: Gaspar Saladino

STORY

"The Challenge of the Volt Lord" (22 Pages)

Credits

Editor: Julius Schwartz
Plotters, scripters: Barbara Randall and Robert Greenberger
Penciler: Tom Mandrake
Inker: Don Heck
Letterer: John Costanza
Colorist: Gene D'Angelo

Feature Characters

Superman (last seen in *Blue Devil* #24; appears next in issue #96)

Harbinger, Lady Quark, Pariah (name, Kell, revealed in this story; Harbinger appears next in *History of the DC Universe* #1; all three last seen in *Crisis* #12)

Supporting Character

Jenet Klyburn (last seen in *Booster Gold* #1)

Villain

The Volt Lord (Eric Courtney; first appearance; no further appearances to date)

Other Characters

Gerry, Linda, and Susan (three production workers at Galaxy Broadcasting; first and only appearance to date)

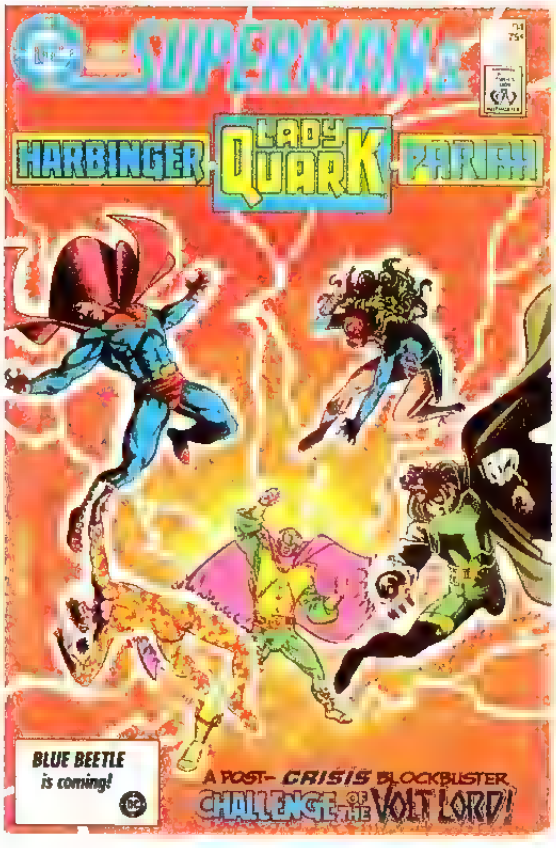
Mr. Ryaseki (head of Plum Electronics; first and only appearance to date)

Cameo Appearances

Lord Volt and Princess Fern (as images in Lady Quark's imagination)

Synopsis

The Volt Lord, a new criminal with electrically based powers, appears in Metropolis with enough power to stagger even Superman. At the same time, Pariah, Lady Quark, and Harbinger are in town, due to Harbinger's wish to study Superman, Blue Devil, and Booster Gold, all of whom are based in Metropolis. The threesome are interviewed by Clark Kent on TV, on a show produced by Eric Courtney, the alter-ego of the Volt Lord. After the show, Eric begins romancing Lady Quark, who subconsciously senses his resemblance to her late husband Lord Volt. In the meantime, the Volt Lord continues his raids of various laboratories and electronics suppliers around the city to boost his power. When the four heroes engage him in battle, Lady Quark deduces his secret identity and joins him at his request. But, after comparing a falling Superman and Harbinger to her own lost husband and daughter, Lady Quark switches sides again and brings down the Volt Lord with a burst of her own power. She apologizes and rejoins her friends, carrying a beaten Volt Lord with her.



The Cast and the Crisis

Several hundred characters appeared in the twelve-issue *Crisis on Infinite Earths* series. Some of them appeared only briefly, and were difficult for even us indexers to identify. Others had starring, multi-issue roles. Regardless of their status, the following is an alphabetical listing of the characters who appeared in *Crisis*.

For a more detailed chronology on the major characters (such as Superman) who had their own titles to appear in during the Crisis, see the next section, *Crisis Continuity for Selected DC Characters*.

"D" denotes a character's death in the issues numbered.

Heroes

Adam Strange: #5, 10–12
Air Wave: #4, 5, 12
Alanna: #5
Amazons: #4, 10
Amazing-Man: #5
Amethyst: #5, 10, 11
Andre (Blackhawks): #5, 9
Animal-Man: #10–12
Anthro: #2, 5, 10
Aquagirl: #5–7, 9, 10 (D)
Aqualad: #5–7, 9, 10, 12
Aquaman: #5, 6, 9–12
Arion: #1–5
Arisia: #8
Atom: #5, 8–10
Atom of Earth-2: #5–7, 9, 10
Atomic Knight: #10–12
Awkwardman: #12
Azrael: #6, 7
Bat Lash: #3–5
Batgirl: #4, 5, 7, 12
Batman: #2–5, 7, 9–12
Bonnie Baxter (Rip Hunter's team): #5, 9, 10
Corky Baxter (Rip Hunter's team): #5, 9, 10
Big Sir: #5
Black Canary: #5–7, 9, 10
Black Condor: #5, 6, 9, 12
Black Lightning: #3–5, 10, 12
Black Orchid: #5, 12
Blackhawk: #5, 9
Johnny Blake (Cave Carson's team): #11, 12
Blok: #5–8, 10
Blue Beetle II: #1–3, 6, 7, 9–12

Blue Devil: #4, 5, 8, 10, 12
Bouncing Boy: #5, 10
Brainiac 5: #2–5, 7, 8, 10
Brainwave Jr.: #5
B'wana Beast: #5, 12
Captain Atom: #6, 7, 9–12
Captain Comet: #5, 10–12
Captain Marvel: #6, 7, 10–12
Captain Marvel, Jr.: #6, 7, 10
Catwoman: #5
Cave Carson: #11, 12
Celsius: #5, 9, 10
Challengers of the Unknown: #5, 8, 11, 12
Chameleon Boy: #2, 5, 8, 10
Changeling: #3–7, 9–12
Chlorophyll Kid: #5
Chop-Chop (Blackhawks): #5
Ch'p: #5, 8
Chris KL-99: #10
Christopher Chance: #11
Chuck (Blackhawks): #5, 9
Cinnamon: #5, 7
Johnny Cloud: #3 (D)
Colossal Boy: #2, 5, 8, 10
Congo Bill: #12
Cosmic Boy: #3, 5, 10
Creeper: #5, 9, 10
Cryll: #10
Cyborg: #1–5, 7, 9–12
Dawnstar: #1–5, 8, 10
Deadman: #5, 7, 11, 12
Demon: #11, 12
Detective Chimp: #11
Dial H For Hero team: #12
Doc (Omega Men): #8
Doctor Fate: #5, 9–11
Doctor Light II: #4–7, 10, 12
Doctor Mist: #12
Doctor Mid-Nite: #9, 10
Doctor Occult: #11, 12
Doll Man: #5–7, 9, 12
Dolphin: #4–7, 10–12
Jonny Double: #11
Dove: #5, 9, 10, 12 (D)
Dream Girl: #3–5, 8, 10
Dumb Bunny: #12
Duo Damsel: #5, 10
Element Lad: #3, 5, 8, 10
Elongated Man: #5, 9, 10–12
Firebrand I: #7, 9
Firebrand II: #1–5
Firehair: #5, 7
Firehawk: #5, 9, 10, 12
Firestorm: #1–5, 7–10, 12
Flash: #2, 3, 5, 6, 8 (D), 12
Flash of Earth-2: #5–7, 9–12
Flower (Easy Company): #3 (D)
Forever People: #10
Four-Eyes (Easy Company): #3–5
Fury: #5, 9–12
Geo-Force: #1–5, 9, 10, 12
Godiva: #12
Gus Gray (Haunted Tank crew): #3, 5
Green Arrow: #5, 9
Green Arrow of Earth-2: #5, 7, 9, 10, 12 (D)
Green Fury: #12
Green Lantern (Guy Gardner): #9
Green Lantern (John Stewart): #1–5, 7, 8
Green Lantern of Earth-2: #4–7, 9–12
Green Lantern Corps: #5, 8
Guardians of the Universe: #2, 5, 8, 9
Gunner: #3 (D)
Gypsy: #5, 9, 10
Halo: #5, 9, 10, 12
Halk: #10
Harbinger: #1–12
Harlequin: #9–12
Hawk: #9, 12
Hawkgirl: #5, 9, 10
Hawkman: #4, 5, 9, 10, 12
Hawkman of Earth-2: #5, 9, 10
Hawkwoman: #4, 5, 10, 12
Hendrickson (Blackhawks): #5
Hippolyta: #4, 11, 12
Hourman: #5, 9, 10
Human Bomb: #5–7, 9, 10, 12
Rip Hunter: #5, 9–12
Huntress: #5, 7, 9–12 (D)
Immortal Man: #10 (D)
Impala: #12
Invisible Kid II: #5, 10
Jack O'Lantern: #12
Jade: #4, 5, 7, 9–12
Jemm: #5, 10
Jericho: #3–5, 9
Jero: #10
Johnny Quick of Earth-2: #5, 6
Johnny Thunder (John Tane): #3, 4
Johnny Thunder of Earth-2: #5, 9, 12
Jonah Hex: #3, 4, 5
Darwin Jones: #9
Jonni Thunder: #5, 11
Judomaster: #6, 7, 10, 12
Kamandi: #2–5, 12
Katana: #3–7, 9, 10, 12
Kid Flash: #9, 10, 11, 12
Kid Psycho: #3 (D)
Kole: #3–6, 9–12 (D)
Lady Quark: #4, 5, 7, 9–11
Lori Lemaris: #4, 6, 7, 10, 12 (D)
Liberty Belle: #5, 7
Lieutenant Marvels: #10, 12
Lightning: #10, 12
Lightning Lad: #5, 9, 10
Lightning Lass: #2, 3, 5, 9, 10
Little Mermaid: #12
Lord Volt: #4 (D)
Alex Luthor: #1–7, 9–12
Alexander Luthor: #1 (D)
Madame Xanadu: #10, 12
Christie Madison (Cave Carson's team): #11, 12
Magnetic Kid: #10
Doc Magnus: #9, 10
Martian Manhunter: #5–9, 12
Mary Marvel: #6, 7, 10, 12
Mento: #9, 10
Mera: #10, 12
Merryman: #12
Metal Men: #5, 9, 10
Metamorpho: #3–5, 7, 9, 10, 12
Mon-El: #3, 5, 7, 8, 10
Monitor: #1–4 (D), 5, 7, 10 (flash backs)
Jennifer Morgan: #10
Negative Woman: #9, 10, 12
Nighthawk: #3 (D)
Nightshade: #6, 7, 9
Nightwing: #3–5, 9
Northwind. #4–6, 9
Nuklon: #5, 9, 10
Angel O'Day: #11
Obsidian: #1–5, 9–11
Owlwoman: #12
Pariah: #1–7, 9–12
Peacemaker: #6, 7, 10–12
Phantom Girl: #2, 5, 8, 10
Phantom Lady: #5–7, 9–11
Phantom Stranger: #5, 7, 10–12
Plastic Man: #5
Polar Boy: #5, 10
Power Girl: #5, 7, 9–12
Princess Fern: #4 (D)
Proty II: #5, 8
Question: #6, 7
Ragman: #5
Ray: #5–7, 10, 12
Roy Raymond: #12
Red Star: #5, 9, 12
Red Tornado: #4, 5, 8
Rising Sun: #12
Robin II: #5 (as Jason Todd), 9–12
Robin of Earth-2: #5, 11, 12 (D)
Robotman: #5, 9, 10
Sgt. Rock: #3–5, 9
Rynoc (Omega Men): #8
Sarge: #3 (D)
Sargon: #5, 9, 10, 12
Saturn Girl: #5, 7, 10
Steve Savage: #9
Scalphunter: #3–5
Sea Devils: #5–7
Secret Six: #12
Sensor Girl: #10
Shade the Changing Man: #12
Shadow Lass: #5, 8, 10
Shining Knight: #4, 5
Shlagen (Omega Men): #8
Shrinking Violet: #4, 5, 8, 10
Silver Scarab: #5, 9, 10
Sam Simeon: #11
Bulldozer Smith (Cave Carson's team): #11, 12
Jeff Smith (Rip Hunter's team): #5, 10
Solovar: #1–3, 11
Son of Vulcan: #12
Space Ranger: #10
Spectre: #5–8, 10–12
Speedy: #9, 10
Stanislaus (Blackhawks): #5
Star Boy: #4, 5, 8, 10
Starfire: #4–7, 9
Starman: #10 (D)
Starman of Earth-2: #4, 9, 12
Star-Spangled Kid: #5, 7, 9–12
Steel II: #5, 7, 9
Captain Atom: #3 (D)
Stripesy: #5
J. E. B. Stuart: #3, 5
Jeb Stuart: #3–5, 9
Sun Boy: #3, 5, 8, 10
Sunburst: #12 (D)
Superboy of Earth-Prime: #10–12
Supergirl: #4, 5, 7 (D)
Superman: #2–5, 7, 9–12
Superman of Earth-2: #1–5, 7, 9–12
Swamp Thing: #4, 5, 10
Tarantula: #5
Tellus: #10
Tempest: #9, 10, 12
Thunder: #12
Thunderbolt of Earth-2: #5, 9, 10, 12
Thunderbolt of Earth-4: #6, 7, 10

Thunderlord: #12
Timber Wolf: #5, 10
Tomar-Re: #5, 8
Tommy Tomorrow: #10
Ultra Boy: #4, 5, 8, 10
Uncle Marvel: #6, 7
Uncle Sam: #5–7, 9–12
Vibe: #5, 9
Vigilante II: #12
Vigilante of Earth-1: #12
Vixen: #8, 12
Warlord: #5, 12
White Witch: #8, 10
Wildcat: #5, 6
Wildcat II: #5 (as Yolanda Montez), 6, 7, 9, 11, 12
Wildfire: #3, 5, 7, 8, 10
Winged Victory: #4
Wonder Girl: #3–5, 9–12
Wonder Woman: #4–7, 9–12
Wonder Woman of Earth-2: #5, 9–12
Xax: #5, 8
Zatanna: #3, 9–12
Zatara: #10–12
Zirral (Omega Men): #8

Villains

Abra Kadabra: #5
Ace of Spades: #9
Angle Man: #11
Anti-Monitor: #2–8, 10–12 (D)
Banshee: #9, 10
Black Adam: #9, 10
Black Bison: #12
Black Manta: #6, 9
Black Mass: #9
Black Spider: #9
Blackbriar Thorn: #12
Blockbuster: #5, 9, 10
Bolt: #9, 10
Brain: #5, 9
Brain Storm: #5
Brainiac: #3, 6, 7, 9–12
Brother Blood: #5
Bug-Eyed Bandit: #9, 12 (D)
Bulldozer: #9
Calendar Man: #10
Captain Boomerang: #5
Captain Cold: #5, 9, 10
Captain Nazi: #9
Cat-Man: #9
Chameleon Chief: #10
Cheetah: #9
Cheetah of Earth-2: #5, 9
Chemo: #9, 10 (D)
Cheshire: #9
Chronos: #9
Circe: #9, 12
Clayface II: #10, 12 (D)
Clock King: #9
Cluemaster: #9
Coldsnap: #9
Controllers: #7 (flashback)
Copperhead: #5, 9
Cosmic King: #9, 10
Count Vertigo: #9
Crime Doctor: #9
Darkseid: #8, 12
Deadshot: #10
Deathbolt: #5, 6, 10
Deathstroke the Terminator: #5, 9
Desaad: #8, 12
Despero: #10
Dr. Cyber: #10
Dr. Destiny: #10
Dr. Double X: #9, 10
Dr. Phosphorus: #9
Dr. Polaris: #1–5, 9
Dr. Psycho: #9
Dr. Regulus: #9, 10
Dr. Spectro: #9, 10
Dragon King: #9
Dummy of Earth-1: #10
Eclipso: #5, 9
Electrocutioner: #10, 12
Emerald Empress: #10
Enforcer: #10
Eradicator: #9
Esper Lass: #10
Evil Star: #9
Faceless Creature: #10
Fastball: #9
Felix Faust: #9, 12
Fiddler: #9
Floronic Man: #9
Gambler: #9
Gizmo: #5, 9
Golden Glider: #9
Gorilla Grodd: #9
Heatstroke: #9
Hector Hammond: #10
Houngan: #9, 10
Huntress: #9, 10
Hyena: #9
Ibac: #7, 9
Icicle: #10 (D)
Image: #9
Insect Queen of Earth-2: #10
Jewelee: #9
Johnny Quick of Earth-3: #1 (D)
Joker: #2, 9
Kanjar Ro: #9, 10
Killer Frost II: #1–5, 9
Killer Moth: #9
Kobra: #9
Koris: #1
Krona: #10
Kung: #5, 9
Lady Lunar: #9
Lightning Lord: #9, 10
Lord of Time: #9, 10
Lord Satanis: #10
Lord Shilling: #9
Alexi Luthor: #5, 9 (D)
Lex Luthor: #6, 9–11
Maaldor: #10 (D)
Magno Lad: #10
M. Mallah: #5, 9
Mammoth: #5, 9, 10
Mano: #9, 10
Matter Master: #9
Mirror Master: #5, 9, 10 (D)
Mist: #5, 9
Mr. Mind: #9
Molder: #10
T. O. Morrow: #8
Multiplex: #10
Nazis: #3
New Wave: #9
Ocean Master: #5, 6, 9
Overmaster: #9
Owlman: #1 (D)
Penguin: #5, 9
Per Degaton: #5, 6, 8, 10
Persuader: #9, 10
Phobia: #5, 10
Pied Piper: #9
Plasmus: #5, 9
Poison Ivy: #5, 9
Power Ring: #1 (D)
Psimon: #1–3, 9, 10 (D)
Psycho-Pirate II: #1–8, 12
Punch: #9
Quakemaster: #9, 10
Radiation Roy: #11
Rag Doll: #5
Riddler #5
Samurai: #5, 9
Scarecrow: #9
Shadow Demons: #1–4, 12
Shadow-Thief: #9
Shaggy Man: #9, 10
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Shark: #9
Shimmer: #5, 9, 10
Silver Ghost: #9, 10
Silver Slasher: #10
Silver Swan: #5, 9
Sinestro: #5, 9, 10
Dr. Sivana: #7, 9, 10
Solomon Grundy: #5, 9
Star Sapphire: #5, 6, 9, 10
Starro: #9
Sun Emperor: #10
Superwoman: #1 (D)
Syonide: #5
Ten-Eyed Man: #10 (D)
Terrorists of Hub City: #1
Tharok: #10
Thunderers: #8
Time Trapper: #10
Titania: #10
Tokamak: #10
Trickster: #9
Typhoon: #10
Tyr: #10
Ultra-Humanite: #5, 10
Validus: #9, 10
Vandal Savage: #4, 5, 9
Vulcan: #5
Warp: #5, 9, 10
Weather Wizard: #5, 9
Windfall: #5
Wizard: #12
X'Hal: #10
Zazzala the Queen Bee: #9

Supporting Characters and Innocent Bystanders

Alice: #3
Atlanteans: #2–4
Bernie the Brain: #9
Harvey Bullock: #11
Mr. Bundzai: #11
Cara: #1
Lady Chian: #2–4
John Constantine: #4
Josh Coyle: #9
Mal Duncan: #12
Morgan Edge: #9
Embra: #2, 5
Shvaugn Erin: #2
Fireman Farrell: #7
Joan Garrick: #11
David Gerrold: #5
Michelle Gerrold: #5

Phyllis Gerrold: #5
Mrs. Gofooey: #5 (D)
Miss Gofooey: #5 (D)
Gorilla City guards: #1
Grxx: #5
Dale Gunn: #10
Irwin Hall: #12
Mrs. Irwin Hall: #12
Hank: #5
Dr. Jiro Hoshi: #4
Joan Jameson: #6
Detective Karp: #1
Kallidranes: #10
Mr. Karamazov: #9
Karras: #9
Lois Lane Kent: #10, 12
Jenet Klyburn: #9
Lois Lane: #5, 7, 9, 11, 12
Lana Lang: #5, 9, 12
Lart: #2, 5
Lena: #12
Terry Long: #12
Lois Lane Luthor: #1 (D)
Mara: #2
Mibrannuans: #10
Sterling Morris: #6
Ne-Ahn: #2, 5
Oans: #10
Megan O'Dell: #9
Jimmy Olsen: #7, 11
Peter Parker of Earth-1: #5
Alfred Pennyworth: #5
Planeteers: #12
Ronal: #4, 10, 12
Science Police: #2
Bethany Snow: #9
Sondra: #7 (D)
Harold J. Standish III: #2 (D)
Taryia: #9
Tawky Tawny: #7, 10
Prof. Raiden Tazu: #4
Thanagarians: #10
Jerry Thomas: #11
Tomahawk: #5
Horatio Tomorrow: #12
Steve Trevor of Earth-2: #12
Vulko: #10, 22
Perry White: #7, 11
Wing: #2, 4
Zeus: #12

Crisis Continuity for Selected DC Characters

While the "last seen/appears next" ins and outs was relatively uncomplicated for most of the DC characters during the run of *Crisis*, there were a few continuity conundrums regarding the heroes who were appearing in their own features during the time of the Crisis. Below is a chronological listing of appearances for many of those heroes.

Superman

DC Comics Presents #78
Crisis #2–4
New Teen Titans #13, page 19
DC Comics Presents #86
Crisis #5
Superman #410, 412, 413
DC Comics Presents #95
Crisis #7
DC Comics Presents #87
Superman #414
Justice League of America Annual #3
Superman #415
DC Comics Presents #88
Crisis #9–12
DC Comics Presents #89

Batman

Detective Comics #558
Crisis #2–4
New Teen Titans #13, page 19
Saga of Swamp Thing #44
Crisis #5–8
Justice League of America Annual #3
Crisis #9–12
Batman #392

Wonder Woman

Wonder Woman #328
Wonder Woman #328, pg. 23/*Crisis* 4
Crisis #5–7
Wonder Woman #329
Crisis #9–12

Legion of Super-Heroes

Legion of Super-Heroes #12
Crisis #1–6
Legion of Super-Heroes #13–15
Legion of Super-Heroes Annual #1
Crisis #7
Legion of Super-Heroes #16–18
Crisis #8–12
Legion of Super-Heroes #19

The Outsiders

DC Comics Presents #83
Crisis #3/*New Teen Titans* #13, pg. 18
Crisis #4–8
Justice League of America Annual #3
Crisis #9–12
Batman and the Outsiders Annual #2

Justice League of America

Justice League of America #244
Crisis #4–8
Justice League of America Annual #3
Crisis #9–12
Justice League of America #245
Justice League of America #246

Firestorm

Fury of Firestorm #41
Crisis #1–8
Justice League of America Annual #3
Crisis #9–12
Fury of Firestorm #42

Blue Devil

Blue Devil Annual #1
Crisis #4–5
Blue Devil #17
Blue Devil #17, pg. 23/*Crisis* #8, pg. 9
Crisis #8, pp. 9–13
Blue Devil #18, 19
Crisis #10
Crisis #12
Blue Devil #20

Teen Titans — Cyborg

New Teen Titans #13, pg. 17
Crisis #1–7
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #8
Crisis #9, pp. 6–8
New Teen Titans #14, pp. 9–21
Crisis #9, pp. 15–23
Crisis #10–12
New Teen Titans #15

Changeling

New Teen Titans #13, pg. 3
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5–7
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #9, pp. 6–8
New Teen Titans #14, pp. 9–21
Crisis #9, pp. 15–23
Crisis #10–12
New Teen Titans #15

Wonder Girl

New Teen Titans #13, pg. 11
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #9, pp. 6–8
Fury of Firestorm #42
New Teen Titans #14, pp. 9–21
Crisis #9, pp. 15–23
Crisis #10–12
New Teen Titans #15

Kole

New Teen Titans #13, pg. 3
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5–7
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #9, pp. 6–8
New Teen Titans #14, pp. 9–21
Crisis #9, pp. 15–23
Crisis #10–12

Nightwing

New Teen Titans #13, pg. 11
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #9, pg. 5
New Teen Titans #15

Starfire

New Teen Titans #13, pg. 4
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5–7
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New Teen Titans #14, pp. 1–7
Crisis #9, pg. 5
New Teen Titans #15

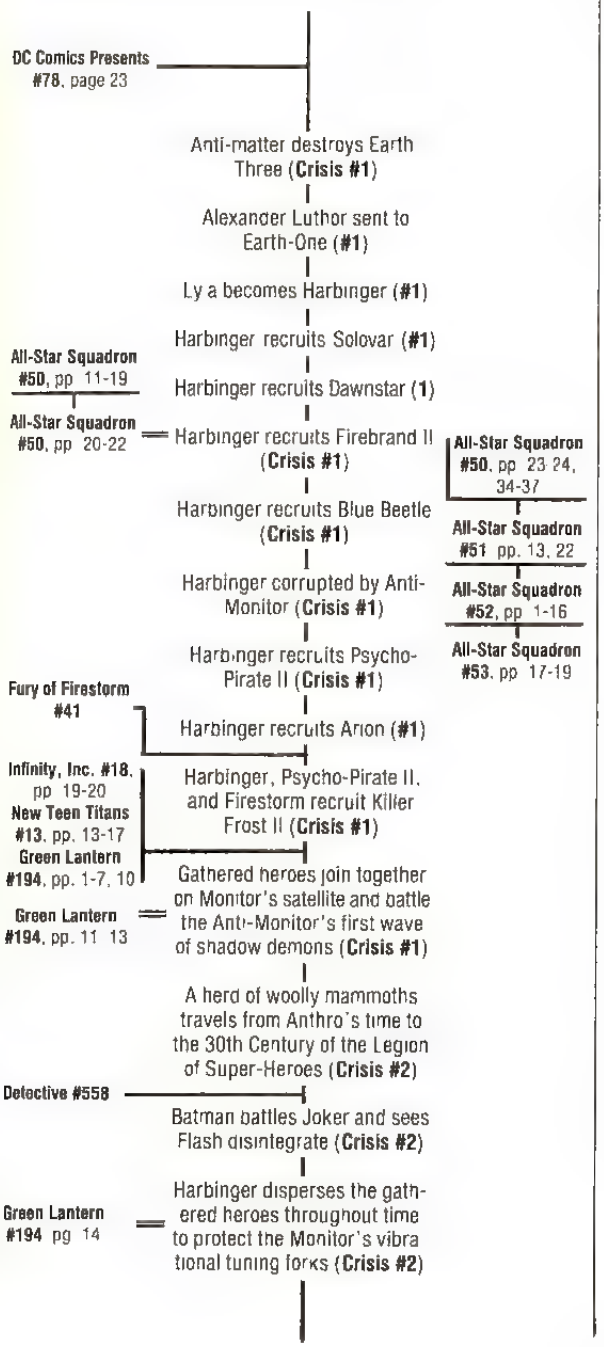
Jericho

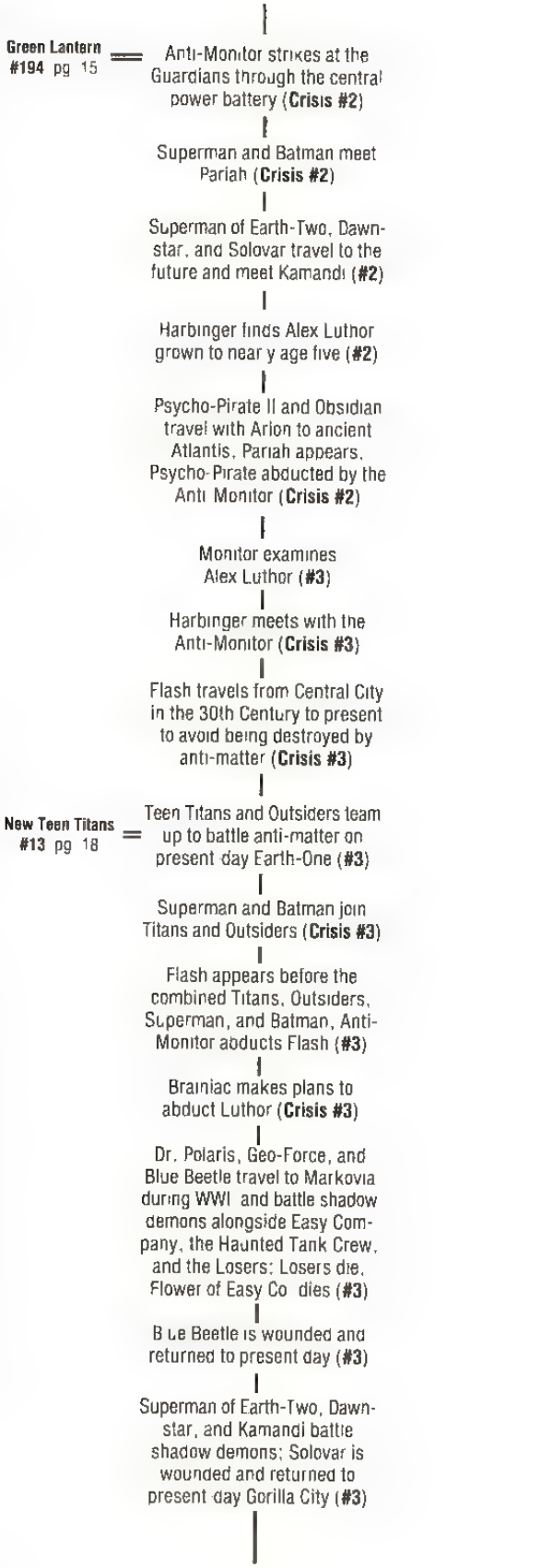
New Teen Titans #13, pg. 4
New Teen Titans #13, pg. 18/*Crisis* #3
Crisis #4
New Teen Titans #13, pg. 19
Crisis #5
New Teen Titans #13, pp. 22–23
New Teen Titans #14, pp. 1–7
Crisis #9, pg. 5
New Teen Titans #15

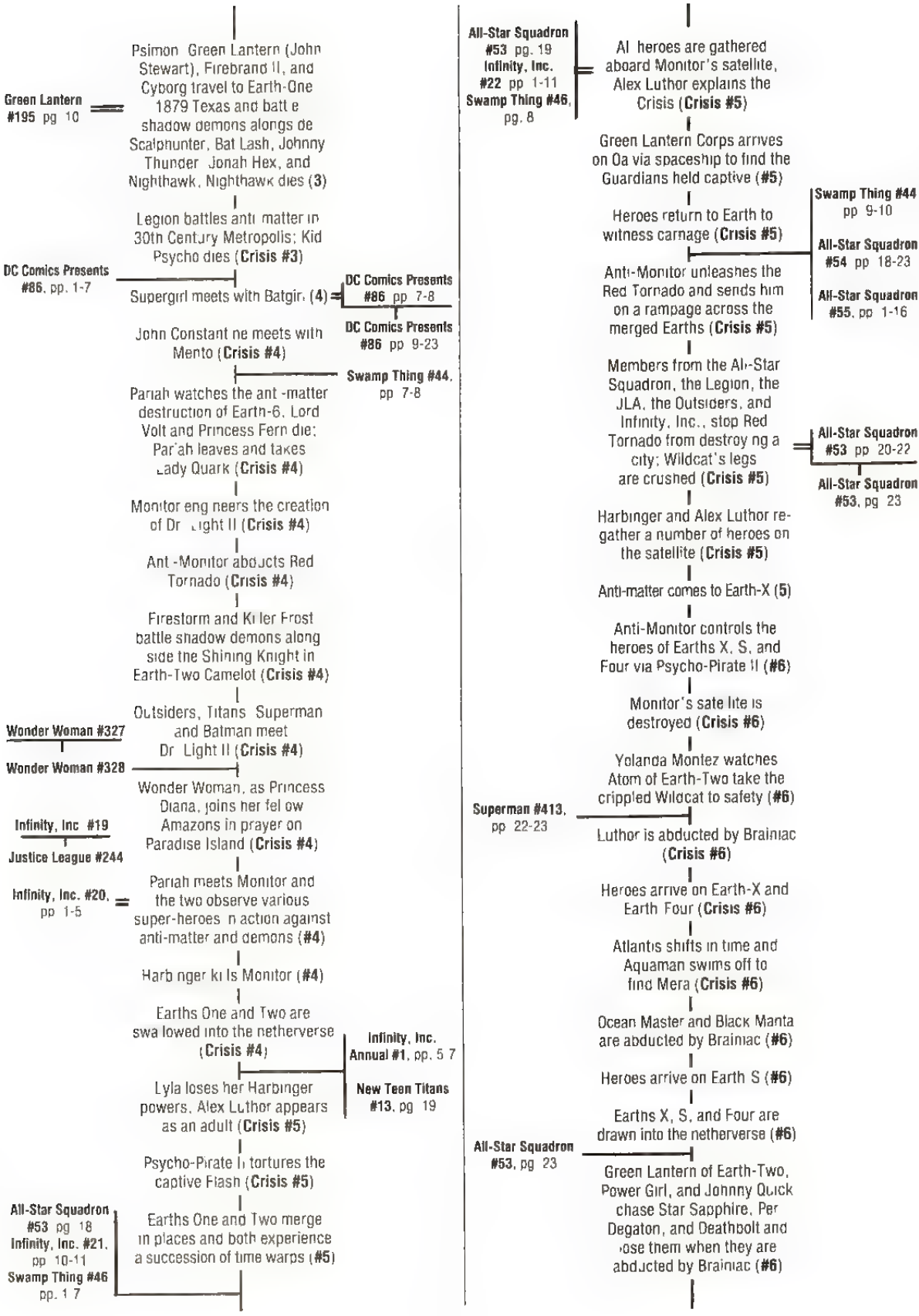
The Crisis Flowchart: The Continuity of Events in *Crisis on Infinite Earths*

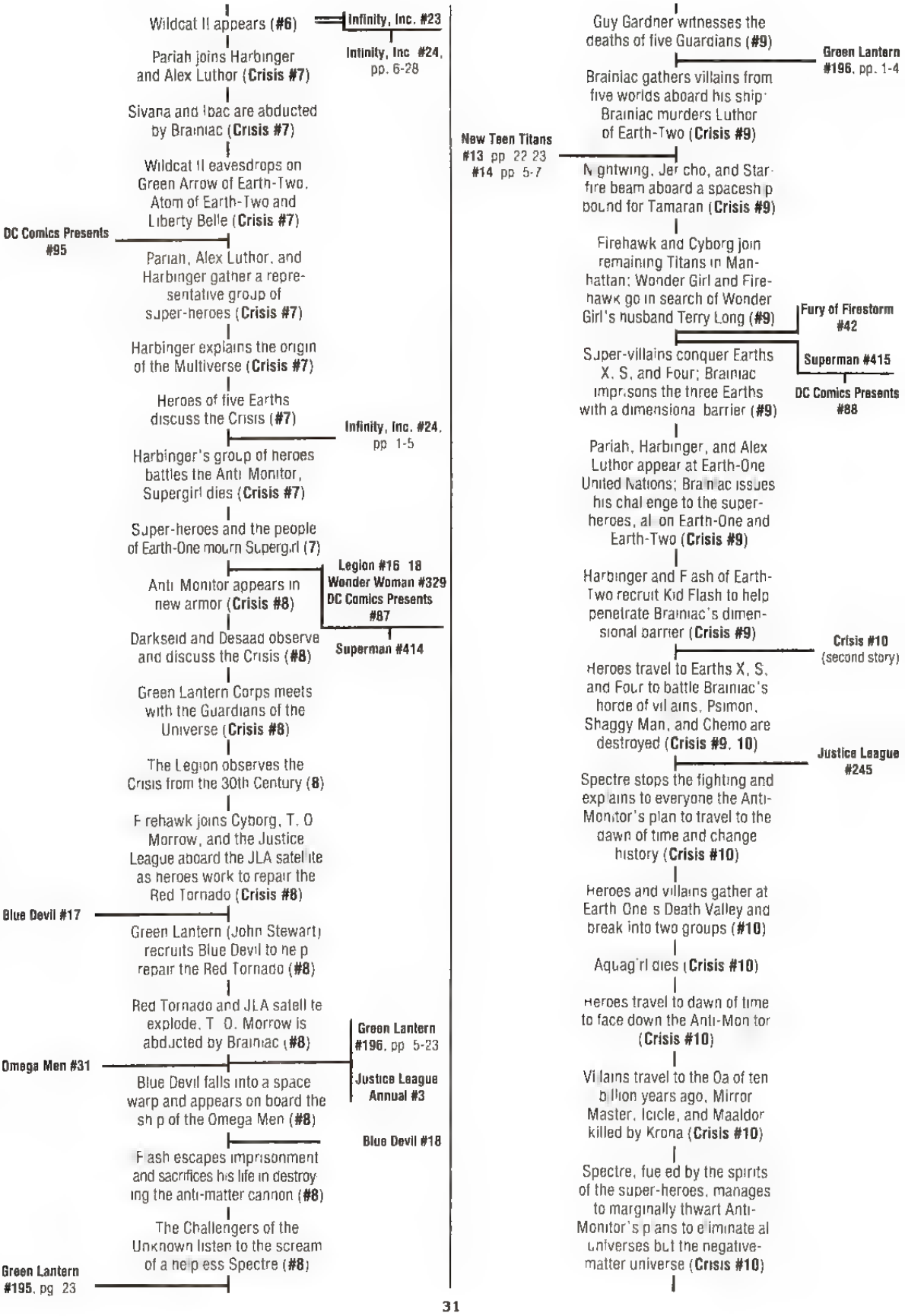
What follows is, for lack of a better term, a flowchart to the events of the Crisis on Infinite Earths. Crisis crossovers listed in the left-hand column lead *into* the Crisis; crossovers listed in the right-hand column lead *out of* the Crisis. Any crossovers that directly parallel events in Crisis are connected to that event by a double horizontal line.

All official Crisis crossovers have been incorporated into the flowchart with the exception of *All-Star Squadron* #56. That issue is a retelling of a Seven Soldiers of Victory story that is only peripherally connnected to the events in Crisis and is thus impossible to place exactly.


DC Comics Presents #78, page 23
Anti-matter destroys Earth Three (Crisis #1)
Alexander Luthor sent to Earth-One (#1)
Ly a becomes Harbinger (#1)
Harbinger recruits Solovar (#1)
All-Star Squadron #50, pp 11-19
Harbinger recruits Dawnstar (1)
All-Star Squadron #50, pp 20-22
Harbinger recruits Firebrand II (Crisis #1)
All-Star Squadron #50, pp 23 24, 34-37
All-Star Squadron #51 pp. 13, 22
All-Star Squadron #52, pp 1-16
All-Star Squadron #53, pp 17-19
Harbinger recruits Blue Beetle (Crisis #1)
Harbinger corrupted by Anti-Monitor (Crisis #1)
Harbinger recruits Psycho-Pirate II (Crisis #1)
Fury of Firestorm #41
Harbinger recruits Arion (#1)
Infinity, Inc. #18, pp 19-20
New Teen Titans #13, pp. 13-17
Green Lantern #194, pp. 1-7, 10
Harbinger, Psycho-Pirate II, and Firestorm recruit Killer Frost II (Crisis #1)
Green Lantern #194, pp. 11 13
Gathered heroes join together on Monitor's satellite and battle the Anti-Monitor's first wave of shadow demons (Crisis #1)
A herd of woolly mammoths travels from Anthro's time to the 30th Century of the Legion of Super-Heroes (Crisis #2)
Detective #558
Batman battles Joker and sees Flash disintegrate (Crisis #2)
Green Lantern #194 pg 14
Harbinger disperses the gathered heroes throughout time to protect the Monitor's vibrational tuning forks (Crisis #2)


Green Lantern #194 pg 15
Anti-Monitor strikes at the Guardians through the central power battery (Crisis #2)
Superman and Batman meet Pariah (Crisis #2)
Superman of Earth-Two, Dawnstar, and Solovar travel to the future and meet Kamandi (#2)
Harbinger finds Alex Luthor grown to near y age five (#2)
Psycho-Pirate II and Obsidian travel with Arion to ancient Atlantis, Pariah appears, Psycho-Pirate abducted by the Anti Monitor (Crisis #2)
Monitor examines Alex Luthor (#3)
Harbinger meets with the Anti-Monitor (Crisis #3)
Flash travels from Central City in the 30th Century to present to avoid being destroyed by anti-matter (Crisis #3)
New Teen Titans #13 pg 18
Teen Titans and Outsiders team up to battle anti-matter on present day Earth-One (#3)
Superman and Batman join Titans and Outsiders (Crisis #3)
Flash appears before the combined Titans, Outsiders, Superman, and Batman, Anti-Monitor abducts Flash (#3)
Brainiac makes plans to abduct Luthor (Crisis #3)
Dr. Polaris, Geo-Force, and Blue Beetle travel to Markovia during WWI and battle shadow demons alongside Easy Company, the Haunted Tank Crew, and the Losers; Losers die, Flower of Easy Co dies (#3)
B Le Beetle is wounded and returned to present day (#3)
Superman of Earth-Two, Dawnstar, and Kamandi battle shadow demons; Solovar is wounded and returned to present day Gorilla City (#3)


Green Lantern #195 pg. 10
Psimon, Green Lantern (John Stewart), Firebrand II, and Cyborg travel to Earth-One 1879 Texas and battle shadow demons alongside Scalphunter, Bat Lash, Johnny Thunder, Jonah Hex, and Nighthawk. Nighthawk dies (3)
Legion battles anti-matter in 30th Century Metropolis; Kid Psycho dies (Crisis #3)
DC Comics Presents #86, pp. 1-7
Supergirl meets with Batgirl (4)
DC Comics Presents #86 pp. 7-8
DC Comics Presents #86 pp. 9-23
John Constantine meets with Mento (Crisis #4)
Swamp Thing #44, pp. 7-8
Pariah watches the anti-matter destruction of Earth-6, Lord Volt and Princess Fern die; Pariah leaves and takes Lady Quark (Crisis #4)
Monitor engineers the creation of Dr. Light II (Crisis #4)
Anti-Monitor abducts Red Tornado (Crisis #4)
Firestorm and Killer Frost battle shadow demons alongside the Shining Knight in Earth-Two Camelot (Crisis #4)
Wonder Woman #327
Wonder Woman #328
Outsiders, Titans, Superman and Batman meet Dr. Light II (Crisis #4)
Infinity, Inc. #19
Justice League #244
Wonder Woman, as Princess Diana, joins her fellow Amazons in prayer on Paradise Island (Crisis #4)
Infinity, Inc. #20, pp. 1-5
Pariah meets Monitor and the two observe various super-heroes in action against anti-matter and demons (#4)
Harbinger kills Monitor (#4)
Earths One and Two are swallowed into the netherverse (Crisis #4)
Infinity, Inc. Annual #1, pp. 5-7
New Teen Titans #13, pg. 19
Lyla loses her Harbinger powers, Alex Luthor appears as an adult (Crisis #5)
Psycho-Pirate II tortures the captive Flash (Crisis #5)
All-Star Squadron #53 pg. 18
Infinity, Inc. #21, pp. 10-11
Swamp Thing #46 pp. 1-7
Earths One and Two merge in places and both experience a succession of time warps (#5)
All-Star Squadron #53 pg. 19
Infinity, Inc. #22 pp. 1-11
Swamp Thing #46, pg. 8
All heroes are gathered aboard Monitor's satellite, Alex Luthor explains the Crisis (Crisis #5)
Green Lantern Corps arrives on Oa via spaceship to find the Guardians held captive (#5)
Heroes return to Earth to witness carnage (Crisis #5)
Swamp Thing #44 pp. 9-10
All-Star Squadron #54 pp. 18-23
All-Star Squadron #55, pp. 1-16
Anti-Monitor unleashes the Red Tornado and sends him on a rampage across the merged Earths (Crisis #5)
Members from the All-Star Squadron, the Legion, the JLA, the Outsiders, and Infinity, Inc., stop Red Tornado from destroying a city; Wildcat's legs are crushed (Crisis #5)
All-Star Squadron #53 pp. 20-22
All-Star Squadron #53, pg. 23
Harbinger and Alex Luthor regather a number of heroes on the satellite (Crisis #5)
Anti-matter comes to Earth-X (5)
Anti-Monitor controls the heroes of Earths X, S, and Four via Psycho-Pirate II (#6)
Monitor's satellite is destroyed (Crisis #6)
Yolanda Montez watches Atom of Earth-Two take the crippled Wildcat to safety (#6)
Superman #413, pp. 22-23
Luthor is abducted by Brainiac (Crisis #6)
Heroes arrive on Earth-X and Earth Four (Crisis #6)
Atlantis shifts in time and Aquaman swims off to find Mera (Crisis #6)
Ocean Master and Black Manta are abducted by Brainiac (#6)
Heroes arrive on Earth S (#6)
Earths X, S, and Four are drawn into the netherverse (#6)
All-Star Squadron #53, pg. 23
Green Lantern of Earth-Two, Power Girl, and Johnny Quick chase Star Sapphire, Per Degaton, and Deathbolt and lose them when they are abducted by Brainiac (#6)


Wildcat II appears (#6)
Infinity, Inc. #23
Infinity, Inc. #24, pp. 6-28
Pariah joins Harbinger and Alex Luthor (Crisis #7)
Sivana and Ibac are abducted by Brainiac (Crisis #7)
Wildcat II eavesdrops on Green Arrow of Earth-Two, Atom of Earth-Two and Liberty Belle (Crisis #7)
DC Comics Presents #95
Pariah, Alex Luthor, and Harbinger gather a representative group of super-heroes (Crisis #7)
Harbinger explains the origin of the Multiverse (Crisis #7)
Heroes of five Earths discuss the Crisis (#7)
Infinity, Inc. #24, pp. 1-5
Harbinger's group of heroes battles the Anti-Monitor, Supergirl dies (Crisis #7)
Super-heroes and the people of Earth-One mourn Supergirl (7)
Legion #16-18
Wonder Woman #329
DC Comics Presents #87
Anti-Monitor appears in new armor (Crisis #8)
Darkseid and Desaad observe and discuss the Crisis (#8)
Superman #414
Green Lantern Corps meets with the Guardians of the Universe (Crisis #8)
The Legion observes the Crisis from the 30th Century (8)
Firehawk joins Cyborg, T. O Morrow, and the Justice League aboard the JLA satellite as heroes work to repair the Red Tornado (Crisis #8)
Blue Devil #17
Green Lantern (John Stewart) recruits Blue Devil to help repair the Red Tornado (#8)
Red Tornado and JLA satellite explode, T. O. Morrow is abducted by Brainiac (#8)
Green Lantern #196, pp. 5-23
Justice League Annual #3
Omega Men #31
Blue Devil falls into a space warp and appears on board the ship of the Omega Men (#8)
Blue Devil #18
Flash escapes imprisonment and sacrifices his life in destroying the anti-matter cannon (#8)
The Challengers of the Unknown listen to the scream of a helpless Spectre (#8)
Green Lantern #195, pg. 23
Guy Gardner witnesses the deaths of five Guardians (#9)
Green Lantern #196, pp. 1-4
Brainiac gathers villains from five worlds aboard his ship; Brainiac murders Luthor of Earth-Two (Crisis #9)
New Teen Titans #13 pp. 22-23 #14 pp. 5-7
Nightwing, Jericho, and Starfire beam aboard a spaceship bound for Tamaran (Crisis #9)
Firehawk and Cyborg join remaining Titans in Manhattan; Wonder Girl and Firehawk go in search of Wonder Girl's husband Terry Long (#9)
Fury of Firestorm #42
Superman #415
Super-villains conquer Earths X, S, and Four; Brainiac imprisons the three Earths with a dimensional barrier (#9)
DC Comics Presents #88
Pariah, Harbinger, and Alex Luthor appear at Earth-One United Nations; Brainiac issues his challenge to the super-heroes, all on Earth-One and Earth-Two (Crisis #9)
Harbinger and Flash of Earth-Two recruit Kid Flash to help penetrate Brainiac's dimensional barrier (Crisis #9)
Crisis #10 (second story)
Heroes travel to Earths X, S, and Four to battle Brainiac's horde of villains. Psimon, Shaggy Man, and Chemo are destroyed (Crisis #9, 10)
Justice League #245
Spectre stops the fighting and explains to everyone the Anti-Monitor's plan to travel to the dawn of time and change history (Crisis #10)
Heroes and villains gather at Earth-One's Death Valley and break into two groups (#10)
Aquagirl dies (Crisis #10)
Heroes travel to dawn of time to face down the Anti-Monitor (Crisis #10)
Villains travel to the Oa of ten billion years ago, Mirror Master, Icicle, and Maaldor killed by Krona (Crisis #10)
Spectre, fueled by the spirits of the super-heroes, manages to marginally thwart Anti-Monitor's plans to eliminate all universes but the negative-matter universe (Crisis #10)

One positive-matter universe is born (**Crisis #11**)

Superman of Earth-Two meets Superman of Earth-One at the Daily Planet; together they meet with the Flash of Earth-Two and Kid Flash, who explain that Earth's non-heroes no longer remember the multiple Earths; together they use the Cosmic Treadmill to prove that there are no more parallel worlds (**Crisis #11**)

Dolphin, Rip Hunter, Animal Man, Atomic Knight, Capt. Comet, and Adam Strange travel to Brainiac's ship (**#11**)

Remaining heroes gather at Titans Tower; Harbinger briefly explains the new history of the DC Universe (**Crisis #11**)

Phantom Stranger and Deadman try to revive a comatose Spectre (**Crisis #11**)

Detectives at a convention find a dead Angle Man (**Crisis #11**)

Dr. Fate and Dr. Occult save Amethyst from a panicked crowd; Amethyst is blinded by shadow demons (**Crisis #11**)

Amethyst #13

Heroes at Titans Tower continue to compare notes (**#11**)

The Challengers of the Unknown and Cave Carson's crew witness a giant electrical storm heralding the arrival of the Anti-Monitor (**Crisis #11**)

Anti-Monitor draws Earth-One into the anti-matter universe (**Crisis #11**)

Heroes aboard Brainiac's ship awaken Brainiac; they leave for Apokolips (**Crisis #12**)

Harbinger begins gathering heroes to battle Anti-Monitor, starting with Dr. Light II (**#12**)

Shadow demons infest Earth, battling heroes around the world (**Crisis #12**)

Dr. Mist and Phantom Stranger try to revive the Spectre (**#12**)

Harbinger sends Earth's most powerful heroes into final battle with the Anti-Monitor (**12**)

Brainiac, Rip Hunter, and others arrive on Apokolips (**12**)

Remaining heroes fight shadow demons on Earth; Dove dies (**Crisis #12**)

Mystical heroes meet and bond their energies together to form a magic-based attack on the Anti-Monitor (**Crisis #12**)

Heroes attack the Anti-Monitor (**Crisis #12**)

Lori Lemaris, Green Arrow of Earth-Two, Prince Ra-Man, Clayface II, Bug-Eyed Bandit, Kole, Huntress, Robin of Earth-Two die in combat with shadow demons (**Crisis #12**)

Mystical heroes gather and contain the shadows and taint them with magical energy (**#12**)

Heroes down the Anti-Monitor for the first time; Anti-Monitor reabsorbs all the shadow demons for extra power (**#12**)

Anti-Monitor turns Wonder Woman back into clay (**#12**)

Legend of Wonder Woman #1-4

Darkseid, through Alex Luthor downs the Anti-Monitor a second time (**Crisis #12**)

Superman of Earth-Two destroys the Anti-Monitor (**12**) = **Green Lantern #198**, pp. 35-38

Superman of Earth-Two, Lois Lane of Earth-Two, and Superboy of Earth-Prime travel with Alex Luthor to safety, never to be seen again (**Crisis #12**)

The Wonder Woman and Steve Trevor of Earth-Two are rewarded by the gods with eternal life on Mount Olympus (**Crisis #12**) = **Infinity, Inc. #25**, pp. 13-14

Memorial services are held for Earth's fallen heroes (**#12**)

Kid Flash becomes Flash III (**12**)

Future-time warps and the Great Disaster erases itself; Kamandi becomes Tommy Tomorrow (**Crisis #12**)

Losers Special #1

All-Star Squadron #60

Psycho-Pirate reimprisoned at Arkham Asylum (**Crisis #12**)

Addenda and Errata to *Crisis on Infinite Earths Index* #1

Compared to researching the *Crisis*, preparing other comic indexes is a picnic. Natually, there were errors in our first index . . . probably a few in this one, too, but let's not think about that right now. Here are the ones we (and some of our readers) have caught:

Inside front cover:

Column 2, paragraph 4: "Sid Green" should be spelled "Sid Greene."

Page 1:

In the Earth-Two entry, Mike Sekowski and Bernard Sachs should be noted as the *artists* of "Crisis on Earth-One," not the writers.

Page 2:

In the entry for Earth-12, the next-to-last sentence should read, "Named in *Oz-Wonderland War* #3, Mar. 1986, "Jabber-Wacky" (E. Nelson Bridwell, Carol Lay, and Joey Cavalieri, writers; Carol, artist).

***Crisis* #1:**

Under Feature Characters, the notation for Pariah should read (Kell; given name revealed in *DC Comics Presents* #94).

Dawnstar should be listed as a Guest Star, last seen in *Legion of Super-Heroes* (third series) #12.

Detective Karp's entry under Guest Appearances should read, **Detective Karp** (first and only appearance to date).

To the Comments, it should be added that Harbinger also appears in *The Fury of Firestorm* #41 between pages 13–25 of the story.

***Crisis* #2:**

Kid Psycho's last appearance was in *Legion of Super-Heroes* (second series) #300, not (third series).

Colossal Boy's entry should read, **Colossal Boy** (last seen in the first story in *Legion of Super-Heroes* (third series) #11, page 1).

***Crisis* #4:**

Under Guest Appearances, Lady Chian's next appearance is in *Crisis* #5, not *Arion Special* #1.

The Shining Knight's appearance in this issue raises questions about his appearance prior to this Camelot sequence. Since Sir Justin expresses bewilderment as to how Firestorm and Killer Frost II know him, and decides that they must be wizards, it *could* be conjectured that this sequence takes place before the Knight's first appearance in *Adventure Comics* #66. However, it is also likely that the Knight is merely befuddled by the sight of Firestorm and Killer Frost, whom he has never seen before, having never visited Earth-One. At any rate, his current stay in Camelot has led him to expect any mystic evil extant to come from wizards. Thus, until further information clarifies the matter, we will still list the Shining Knight as coming from *All-Star Comics* #65.

On page 10, paragraph 2, Dr. Kimiyo Hoshi's name is misspelled.

***Crisis* #5:**

Lady Chian should be listed under Guest Appearances, and appears next in *Arion Special* #1.

Under Guest Stars, Amazing-Man's appearance here is the same as *All-Star Squadron* #53, page 19 through page 23, panel 1.

Aquaman was last seen in *Justice League of America* #243, not 241.

The last chronological appearance for Capt. Comet was in *DC Comics Presents* #91.

Cyborg appears next in *Crisis* #7, not *New Teen Titans* #13, pg. 22.

Fury appears next in *Infinity, Inc.* #24, not *Crisis* #9.

Hawkman and Hawkwoman both appear next in *DC Comics Presents* #95.

Plastic Man's last chronological appearance was in *DC Comics Presents* #93.

Judy Walton Dorrance (one of the Sea Devils) is mistakenly listed as Jill Dorrance; her marriage to Dane Dorrance was revealed in the Human Target story in *Detective Comics* #486.

Under Villains, Brain Storm's last chronological appearance was in *DC Comics Presents* #91.

Cheetah's next and final appearance is in *Crisis* #9.

Eclipso makes no actual appearance in this issue, but his presence is revealed in *Swamp Thing* (second series) #46.

Knodar's next appearance is in *Infinity, Inc.* #23, not #24.

Under Guest Appearances, Deathbolt's presence was revealed in *Infinity, Inc.* #22 and *All-Star Squadron* #53.

The presence of Arak, Cyclotron, Strong Bow, and Super-Chief is revealed in *All-Star Squadron* #55, not #54.

Negative Woman makes no appearance in this issue. Her presence is revealed in *Swamp Thing* (second series) #46.

Northwind should be listed under Guest Stars; no appearance; last seen in *Infinity, Inc.* #22.

On page 15, column 2, paragraph 2, line 6 should read "when the proper time comes."

The Anti-Monitor appears briefly in *Wonder Woman* #329 in between his appearances in *Crisis* #6 and 7.

***Crisis* #6:**

On page 16, column 2, paragraph 3, line 5 should read, "He is preceded to the ground by . . ."

***Crisis* #7:**

The Question appears next, in his civilian identity of Vic Sage, in *Blue Beetle* #4.

Cyborg, last seen in issue #5, appears next in *New Teen Titans* #13, page 22.

***Crisis* #9:**

Under Guest Stars, Aquaman was last seen in *Crisis* #5, not *Justice League of America* #243.

Cyborg was last seen in *Crisis* #8, not *New Teen Titans* #14, pg. 7.

The Harlequin summoned from the past came from 1947, not 1942.

Hawkman was last seen in *DC Comics Presents* #95, not issue #5.

Northwind and Obsidian last appeared in *Infinity, Inc.* #24, page 5, not *Crisis* #6.

Under Villains, Shadow Thief appears next in *Hawkman* (second series) #1.

Vandal Savage last appeared in *Crisis* #5, not *Action Comics* #556.

On page 24, column 2, paragraph 1 of the synopsis, line 2 should read "a former substitute Green Lantern of Earth."

***Crisis* #10:**

Hawkman should be listed under the Cover Description.

Under Guest Stars for First Story, Hawkwoman was last seen in *DC Comics Presents* #95.

Hawkgirl of Earth-Two appears next in *Infinity, Inc.* #26.

Under Villains for First Story, Dr. Polaris appears next in *The Green Lantern Corps* #201.

Under Guest Stars for Second Story, Hawkman of Earth-Two appears next in *Infinity, Inc.* #26.

In the Villains section of Second Story, Silver Slasher is misidentified as Silver Scarab.

On page 27, column 2, paragraph 4, lines 5–6 should read, "the Atom of Earth-Two snips the gag off Billy Batson." (Captain Marvel did not play keyboards on the Beatles' *Get Back*, either.)

***Crisis* #11:**

Jonni Thunder appears next in *Infinity, Inc.* #31.

***Crisis* #12:**

Anti-Monitor should be listed under the Cover Description.

Captain Comet has no further appearances to date.

Captain Marvel appears next in *Legends* #1.

Dr. Fate should be listed as a Guest Star, last seen in *Amethyst* #13; appears next in *Infinity, Inc.* #25.

Dr. Occult appears next in *Swamp Thing* #49.

Hawkman and Hawkwoman appear next in *Hawkman* (second series) #1.

Peacemaker appears next in *Vigilante* #36.

Under Guest Appearances, Queen Hippolyta and the Amazons appear next in *Legend of Wonder Woman* #1.

With Superman's revamping well under way, it is now possible to establish some post-Crisis continuity for the Man of Steel and his supporting cast to an extent. Superman's first post-Crisis appearance is in *DC Comics Presents* #89; Jimmy Olsen's first post-Crisis appearance is in *Blue Devil* #25; Lois Lane and Perry White's next chronological appearance is in *Superman* (second series) #1. However, readers should bear in mind that, in the wake of DC's *Man of Steel* mini-series, all the Superman supporting cast members are in many respects completely different characters from the ones previously seen in DC stories – most especially Luthor, who appears as a prison inmate in *Crisis* #11, but who, according to *Man of Steel*, has no prison record. Neither Morgan Edge nor Josh Coyle show any further appearances to date; Lana Lang will appear in *Superman*, but exactly when is not clear as of this writing.

And finally, all references in *Crisis Index* #1 to characters next appearing in: *Ambush Bug Christmas Stocking Stuffer* #1, should read *Ambush Bug Stocking Stuffer* #1; *Blue Devil Annual* #2, should read *Blue Devil* #31; and *Justice Society Special* #1, should read *Last Days of the Justice Society* #1.

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The Official Crisis On Infinite Earths Crossover Index #1

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